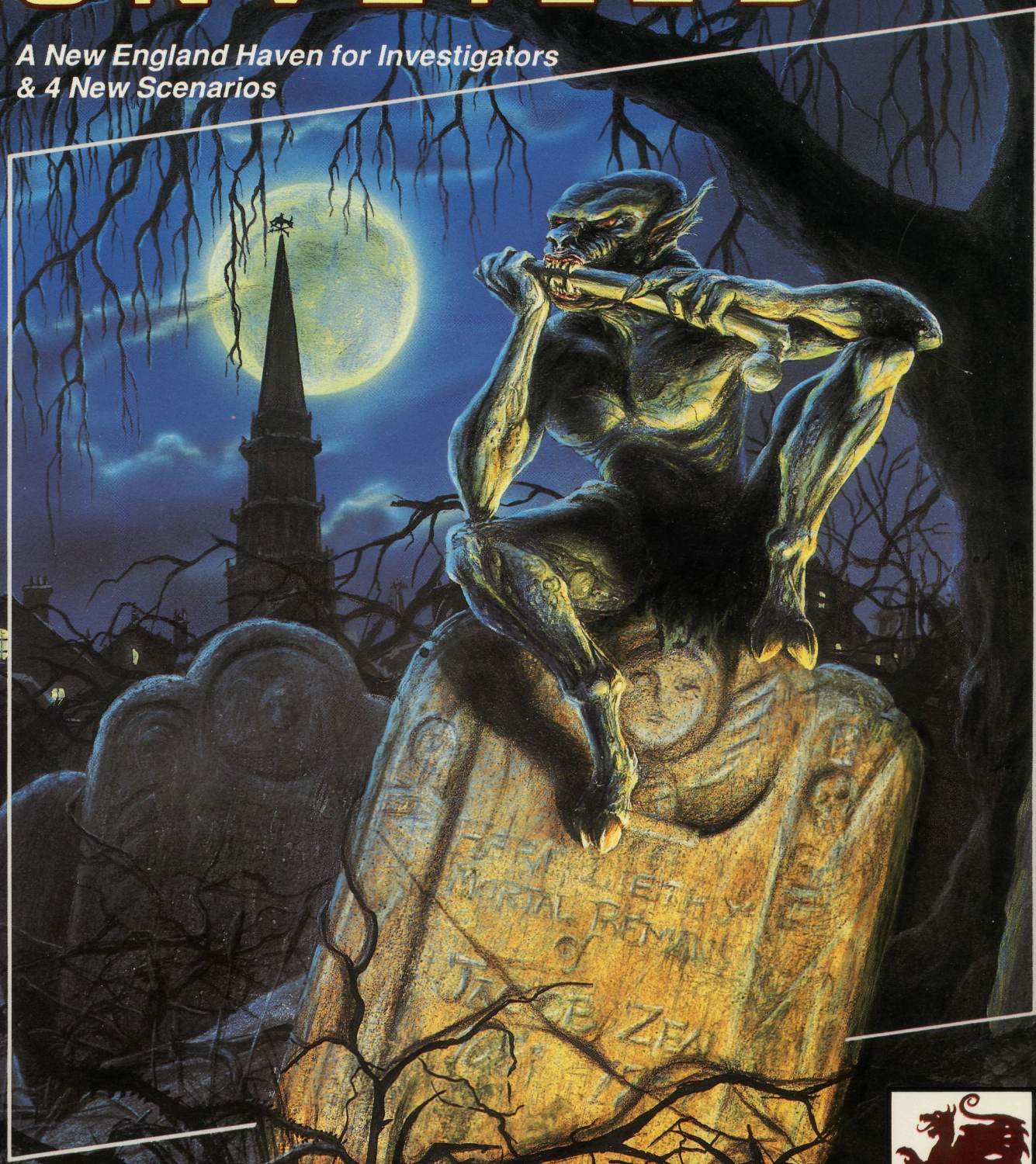
# ARKHAM UNVEILED

FOR Call of Cthulhu 1920s

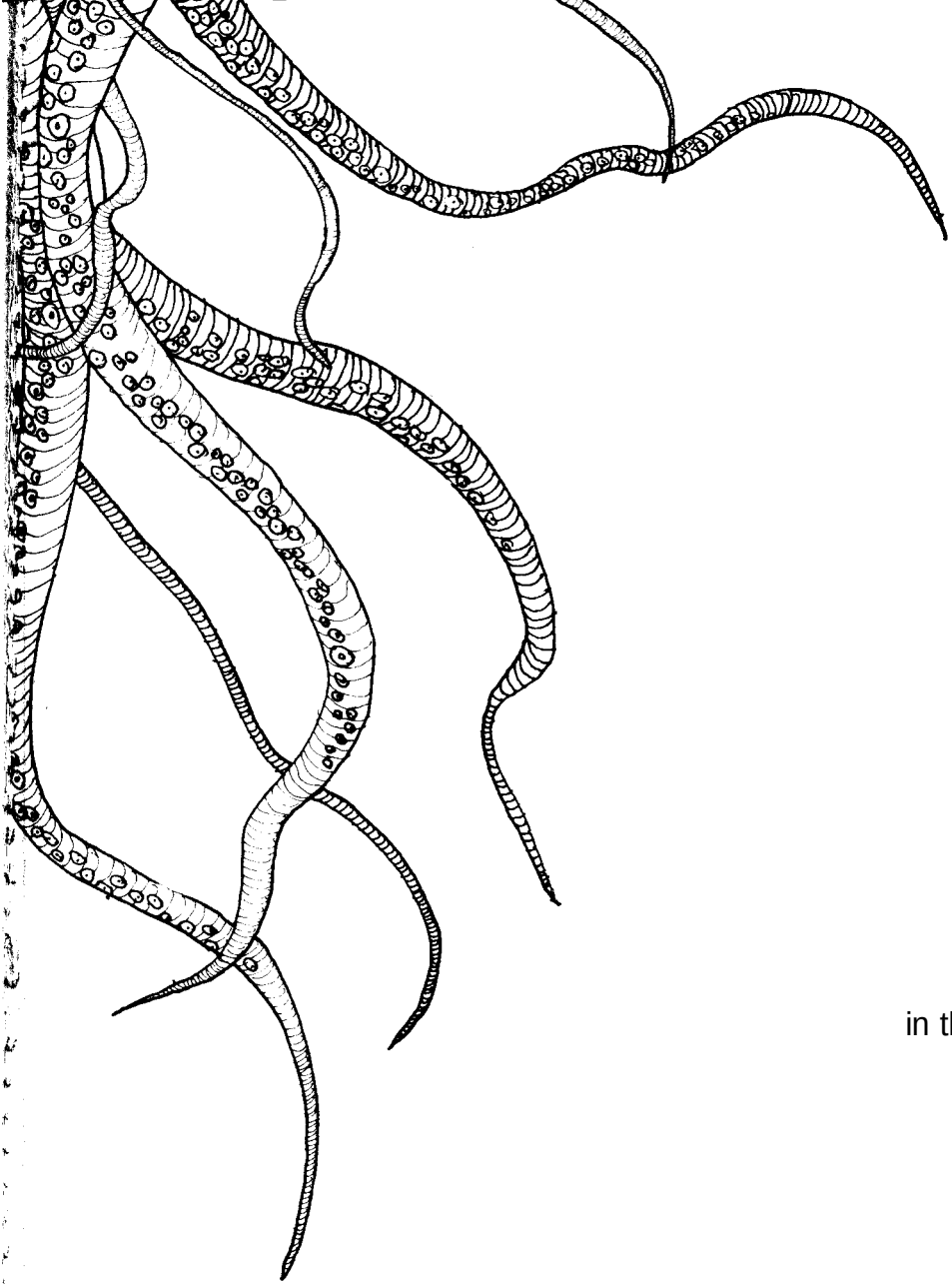
*A New England Haven for Investigators*
*& 4 New Scenarios*




**Keith Herber**
Mark Morrison & Richard Watts
WITH Willis, Monroe, Gibbons, Callender



CHAOSIUM INC.
2325



# Arkham Unveiled

Adventures and Background
in the Home of Miskatonic University

Howard Phillips Lovecraft
1890-1937

# ARKHAM
# UNVEILED

Keith Herber

Mark Morrison

Richard Watts

additional material by L.N. Isynwill

and John B. Monroe

cover painting by Lee Gibbons

interior illustrations by Tim Calender

maps by Carol Triplett-Smith

chamber of commerce map by Gus DiZerega

project, editorial by Lynn Willis

interior layout by John B. Monroe

cover layout by Charlie Krank

copyreading by Anne Merritt and Sharon Herber



**Chaosium Inc.**

**1990**

# CONTENTS

*17"x22" Chamber of Commerce Map*.....

.....*Front Matter*

*by Gus DiZerega, with Tim Callender*

*Introduction*.....5

*by Keith Herber*

*Orientation*.....6

*by Keith Herber (and Friends)*

*A Brief History of Arkham*.....13

*by Keith Herber*

*Town Directory*.....17

*A Guide to Arkham*.....19

*by Keith Herber, with L. N. Isynwill and John B. Monroe*

*A Little Knowledge*.....94

*by Richard Watts, with L. N. Isynwill*

*The Hills Rise Wild*.....103

*by Mark Morrison, with L. N. Isynwill*

*The Condemned*.....776

*by Keith Herber*

*Dead Of Night*.....136

*by Keith Herber*

*Adventure Handouts*.....150

*Arkham Advertiser, Thursday, Oct. 11,1928*.....

.....*Back Matter*

*by Keith Herber, with L.N. Isynwill and John B. Monroe*

Notes: 1) Pages 152, 154, 156, 158, 160 are missing, but are mainly blank
- they only show the label for the handout on the reverse side.
2) The 'Arkham Advertiser' is missing from this rip.

For my father. It was he who took me to those early movies that gave me so many nightmares.
Thanks, Dad.
—Keith Herber

ARKHAM UNVEILED is published by Chaosium Inc.

ARKHAM UNVEILED is copyright ©1990 by Chaosium Inc.; all rights reserved.

CALL OF CTHULHU® is the registered trademark of Chaosium Inc.

Similarities between characters in ARKHAM UNVEILED and persons living or dead are strictly coincidental.

HP. Lovecraft's works are copyright ©1963,1964,1965 by August Derleth and are quoted for purposes of illustration. All material concerning Shudde-M'ell and the Cthonians, and all other inventions of Brian Lumley as portrayed in his books, specifically *The Burrowers Beneath,* are used with his kind permission.

Cover painting and interior illustrations, maps, and the chamber of commerce map are copyright ©1990 by Lee Gibbons, Tim Callender, Chaosium Inc., and Gus DiZerega respectively; all rights reserved.

Ron Leming depicted H.P. Lovecraft.

The reproduction of material from within this book for the purposes of personal or corporate profit, by photographic, electronic, or other methods of retrieval, is prohibited.

Address questions and comments concerning this book as well as requests for free catalogs of Chaosium books, games, and supplements to Chaosium Inc., P.O. Box 6302, Albany, California 94706-0302, U.S.A.

Chaosium Publication 2325. Published in April 1990.

ISBN 0-933635-62-1.

Printed in the United States of America.

# Introduction

Welcome to Arkham, Massachusetts, the New England town created by H.P. Lovecraft as a setting for many of his stories. Located on the banks of the dark and muttering Miskatonic River, the town was first settled in the latter 17th century, and has become home to Miskatonic University and its renowned library.

In this book I have tried to faithfully introduce Arkham in a form suitable to a *Call of Cthulhu* campaign setting. Although the information herein reflects nearly everything Lovecraft ever wrote about Arkham, I have taken the liberty to fill in blanks, to complete descriptions where only names existed, and I have also added Lovecraftian-style locations of my own. Many entries are intended purely for gaming, though the likelihood of their existence is clear enough.

Some character names and place names also appear here from the writings of August Derleth, although these references are by no means as systematic as those drawn from Lovecraft. Additional references derive from stories by Brian Lumley, Ramsey Campbell, Lin Carter, Robert E. Howard, Robert Bloch, and Clark Ashton Smith.

Pinpointing Arkham's exact location on the map is difficult. It does not seem that Lovecraft ever had a definite location in mind and, in fact, it can be argued that Arkham tends to move around over the years, appearing in different places at different times. For the purposes of this book I have located the city along highway 1A in the area of Wenham and Hamilton, about six miles north of Salem, Massachusetts. This seems to satisfy much of what Lovecraft wrote and offers the fewest contradictions.

After rereading the stories, I chose the month of October, 1928, a period immediately after Armitage's adventure in "The Dunwich Horror", shortly after Wilmarth's encounters with the Vermont Fungi in "The Whisperer in Darkness" as the time which offered the best dramatic opportunities for scenario design. The prevailing situation at the University in regards to the Cthulhu Mythos appears in the "Guide to Arkham" section, in entry 623, especially under the sub-head "Mythos Holdings in the Library".

Liberties have been taken with some dates given in Lovecraft's stories. Although by strict chronology Walter Gilman ("Dreams in the Witch House") would at this time already be dead, the situation described in this book has the brilliant and sensitive young mathematician just moving into the accursed house on E Pickman Street. Likewise, the events of "The Thing on the Doorstep" have also been integrated: Edward Derby has already married Asenath Waite, and the two live together in Crowninshield Manor.

And, although the raid on Innsmouth would have occurred by this date, the actuality is left to the keeper. Future publishing visits to Lovecraft Country may include materials for Innsmouth, Dunwich, and Kingsport, and perhaps other locations as well. A chronology deriving only from Lovecraft's stories is appended to the chapter, "A Brief History of Arkham", outlining the events that took place in and around Arkham as Lovecraft reported it. Keepers, understanding the choices, should choose and adapt as desired.

Stores and professional services useful to or likely to be needed by investigators have been offered at least once. Where competition or choice exists, a description of its nature usually appears. Much of Arkham has not been described; do not expect to conduct walking tours of the town even after making a thorough study of the entries. Keeper care and involvement are the only useful ways to enlarge or complete the town; individual style and interests dictate the creation of as many different Arkhams as there are keepers. To that end, space has been left at the end of each of the nine neighborhood sections for new entries, and a blank page has been added to the end of the Guide section for more. As keepers use Arkham, it can grow.

Plenty of room exists on the bound-in maps for keepers to add whatever they wish. The handout map is intended for player orientation and enjoyment, not for precise movement and positioning. No easily-obtained street maps of Arkham in fact exist at this time. Investigators who want one must go to the Town Hall and laborously copy the big map on the wall of the room where the selectmen meet.

The maps of Arkham published herein pretend to show only the center of town; it is up to the keeper how much more of Arkham exists beyond the borders of the maps. And this is a good place to point out that Chaosium maps of Arkham diverge considerably from Lovecraft's notes and drawing in *Marginalia.* Please consider this new Arkham map as official to the game if not to Lovecraft; succeeding versions of *Call of Cthulhu* will reprint it.

The total population of Arkham is left unstated. Most players and keepers already have mental images of Arkham, so inventing a precise total can only annoy or hinder. Lovecraft is unspecific, but in one story a character visits "a cheap cinema", intimating that the town is at least large enough to have several movie theaters. Try this rule: Arkham is big enough that no one knows everyone, but just small enough that folks feel as though they could. Salem's population in 1928 was about 45,000; Arkham's population is almost surely only a fraction of that.

Neither are Miskatonic's enrollment and staff quantified—there are more faculty members than the University Directory shows, just as there are more stores and other businesses than the Town Directory shows. But remember, in this book *there is as much to Arkham or of anything in it as the keeper desires,* no more and no less.

I urge keepers to read or re-read the following tales before beginning an Arkham campaign: "Herbert West—Reanimator", "The Unnamable", "The Dunwich Horror", "The Whisperer in Darkness", "The Dreams in the Witch House", and "The Thing on the Doorstep".

Finally, a number of people, including Tom Esposito, Richard Watts, Lee Estes, Lynn Willis, Steve Nardella, Sharon Herber, Gahan Wilson, and Kevin Ross, were particularly helpful to me on this project. I also thank Dawn Treader Bookshop in Ann Arbor, Necronomicon Press, and *Crypt of Cthulhu* and *Dagon* magazines.

—Keith Herber •

# Orientation

*"...The changeless, legend-haunted city of Arkham, with its clustering gambrel roofs that sway and sag over attics where witches hid from the King's men in the dark olden days of the province."— H.P. Lovecraft.*

The next several pages introduce keepers and players to Arkham, describing how an investigator might get a place to live, employment, and loans; telling what the University has to offer; discussing crime and criminals (alas, even in Arkham), and so on. Keepers may want to consider this chapter a summary for themselves; more liberal keepers might photocopy parts of this chapter and distribute them, to quickly give players some idea of what's possible.

Other keepers may want to ignore much of this initial chapter and go directly to the "Guide to Arkham", a lengthy chapter listing and describing representative town characters and appurtenances useful to keepers, such as shops, strange places, cemeteries, boarding houses, schools, hotels, restaurants, and offices.

By the time play begins, keepers should be familiar with the background material; the scenarios do not contain instructions for moving from point to point in town.

When the investigators first arrive in Arkham, show them the small Arkham *Advertiser* which appears at the end of this book. That and the large town map are player aids, outlining current local events. The classified and display ads in the newspaper can help them get settled. Both map and newspaper contain data not otherwise repeated in this book.

## How to Find Arkham

Arkham is in the Commonwealth of Massachusetts, not far from the Atlantic Ocean, athwart the banks of the Miskatonic River, about 22 miles NNE of Boston, a little more than 12 miles south of Newburyport. Travelers reach it by car, bus, train, or small boat. Fare for the B&O commuter train from Boston is $2.20, and from Newburyport is $1.40.

## Arkham's Climate

Arkham receives three or more inches of precipitation monthly throughout the year. Summer and fall thunderstorms are likely; occasionally a great hurricane swoops north. Winter storms occasionally can be severe.

Temperature varies more than rainfall. Early October shows Arkham's trees in full autumn color. The hills become fabulous carpets of reds, yellows, and golds. Temperatures are brisk, with nighttime lows in the 40s and daytime highs in the 60s. By November, fallen leaves litter everywhere, and the trees are nearly bare.

Occasional light snow-showers occur as early as late November, but the snow does not last, and Arkham rarely enjoys a white Christmas. January and February are cold, when low temperatures are normally 20°-30°F. Anything lower than 10°F is considered remarkable.

On the first weekend of February the town now celebrates Winterfest, a recently-established commercial festival. The merchants sponsor a parade, a snowman-building contest, and an indoor pageant to select an annual Winter Queen to rule over the festival.

Winter thaws in March, but cool temperatures can last into early April. By the end of April, flowers begin to bloom and the trees begin to leaf.

May and June bring the first 70°F days, and July the first summer heat. In August, when the onshore breezes fail, temperatures can soar to 90°F and more. The air hangs in the valley, humid and stagnant, creating uncomfortably sticky days and nights. These periods are usually short, however, and temperatures above 85°F are exceptional. In general, the evenings cool off considerably and, especially near the river, a light jacket might be considered. The Miskatonic is often cool for comfortable swimming, though hearty souls and young men showing off regularly make the plunge.

In September, the weather cools, and the first light frost may fall at the end of the month. This time is sunny and breezy, with scattered showers. Students return to school, leaves turn, and the cycle begins again.

## General Hours Of Business

Financial institutions generally are open to the public from 10:00 A.M. to 3:00 P.M., Monday-Friday. Governmental offices are open 8 A.M. to 5 P.M., but closed at lunch-time. Most merchants are open from 8:00 A.M. to 5:00 P.M. Some, especially hardware and department stores and lumberyards

stay open for part or all of Saturday. Sunday closures are nearly absolute.

Shops and stores that vary from these hours are noted in their individual descriptions. Restaurants usually maintain hours that suit their clientele; early-rising Arkhamites find the notion of eating at 8:00 P.M. decadently continental and conceivably un-Christian.

Commercial activity halts on Sunday. With certain exceptions, it is against the law (and the law will be enforced) to operate any business of any kind between the hours of 6:00 A.M. and 11:00 A.M. on the Sabbath. Then we hear the sound of money only in collection plates.

However, on Sunday, with the express permission of the selectmen, Western Union receives and delivers wires, but does not transmit them; the telephone exchange is open and operating, as is the B&M rail line and the local taxi service; restaurants, speakeasies, gift shops, or other luxurious enterprises, with a single exception never open on Sunday. Sunday dinners are family affairs, not commercial opportunities.

## Getting a Place to Live

Investigators may wish to establish residence in Arkham. Hotels, apartment buildings, and boarding houses of varying quality exist; those with rooms to let are listed in the want-ad section of the Arkham *Advertiser*.

The quality of an investigator's housing depends upon annual income. An investigator can spend up to 35% of total income for lodging, food, and utilities without living beyond his or her means. An investigator may spend more or less than this percentage, but significantly greater or lesser allotments should reflect on Credit Rating, which alters the chance for personal or commercial loans. Other ramifications of housing choice will arise from time to time; in a small town, everyone notices everything. Folks know the value of a dollar.

Boarding house prices usually include two meals a day, housekeeping, and possibly laundry.

Residence costs for an apartment and a hotel room vary proportionately for food, service, and utilities: deduct, respectively, 5 and 15 percentiles from the percentage of income spendable. ***Example:*** *an investigator living in a hotel who spends more than 20% of his income is considered to be living above his means (35%-15%=20% spendable on rent), and consequently townspeople perceive his Credit Rating as lower than it is.*

## Finding Employment

Many job opportunities exist in Arkham. Skilled investigators might procure work. Journalists could free-lance or get a job with either of the newspapers; jobs exist in and around the University from academic positions to janitorial services, though competition for them may be keen. As the keeper wishes, any shop, store, business, or service could hire an investigator looking for work.

Though costs are low compared to Boston, no investigator is going to make much money in Arkham, where hourly rates and salaries remain fixed for decades.

A janitor makes $1 +1D100 cents per hour on a 48 hour week, for instance. A skilled senior craftsman might make up to $3.50 an hour. A cub reporter for either newspaper makes $20-25.00 a week (the lesser amount if from out of town, the higher if known to the editor); a seasoned hand makes about $45.00 a week, not counting an occasional bonus. Reporters always work more than 40 hours weekly, and keep hours appropriate to newspaper deadlines. An untenured full-time University professor (academic load of 18 classroom hours a week) earns about $300.00 a month.

No one in Arkham gets paid vacations, there is no social security, nor does recognizable hospital insurance exist. An investigator can, of course, insure individually against death or injury with any insurance agent, and build up a cash equity usable as savings in an emergency. Emergency hospitalization does exist on a charity basis, but payment arrangements must be made.

When getting new employment, the investigator's player should roll to establish the annual income of the job. Keepers might require annual rerolls for free-lancer income, to reflect the ups and downs of self-employment. Holding down any small-town job will be impossible if an investigator makes frequent journeys to solve Mythos mysteries, since businesses and shops are small, and every person has a vital job.

## Getting A Loan

The following are guidelines only; adjust concepts and parameters as needed and desired.

Credit is available to investigators who wish to purchase autos, airplanes, and other high-priced equipment. Two banks (Arkham First Bank and Miskatonic Valley Savings) serve Arkham, and at least one alternate personal loan service (Arkham Loan Agency) exists. Compute interest charges at 2+lD3% per year. Investigators could try each institution to shop for the best deal.

Loan types are auto, personal, home equity, and commercial. All loans require collateral, and each type of loan has a maximum limit on amount: auto, no more than 40% of the investigator's annual income; personal, no more than 25% of the investigator's annual income; home equity, no more than 50% of the home's assessed value; commercial, no more than the lender thinks advisable, or 50% of the value of the collateral.

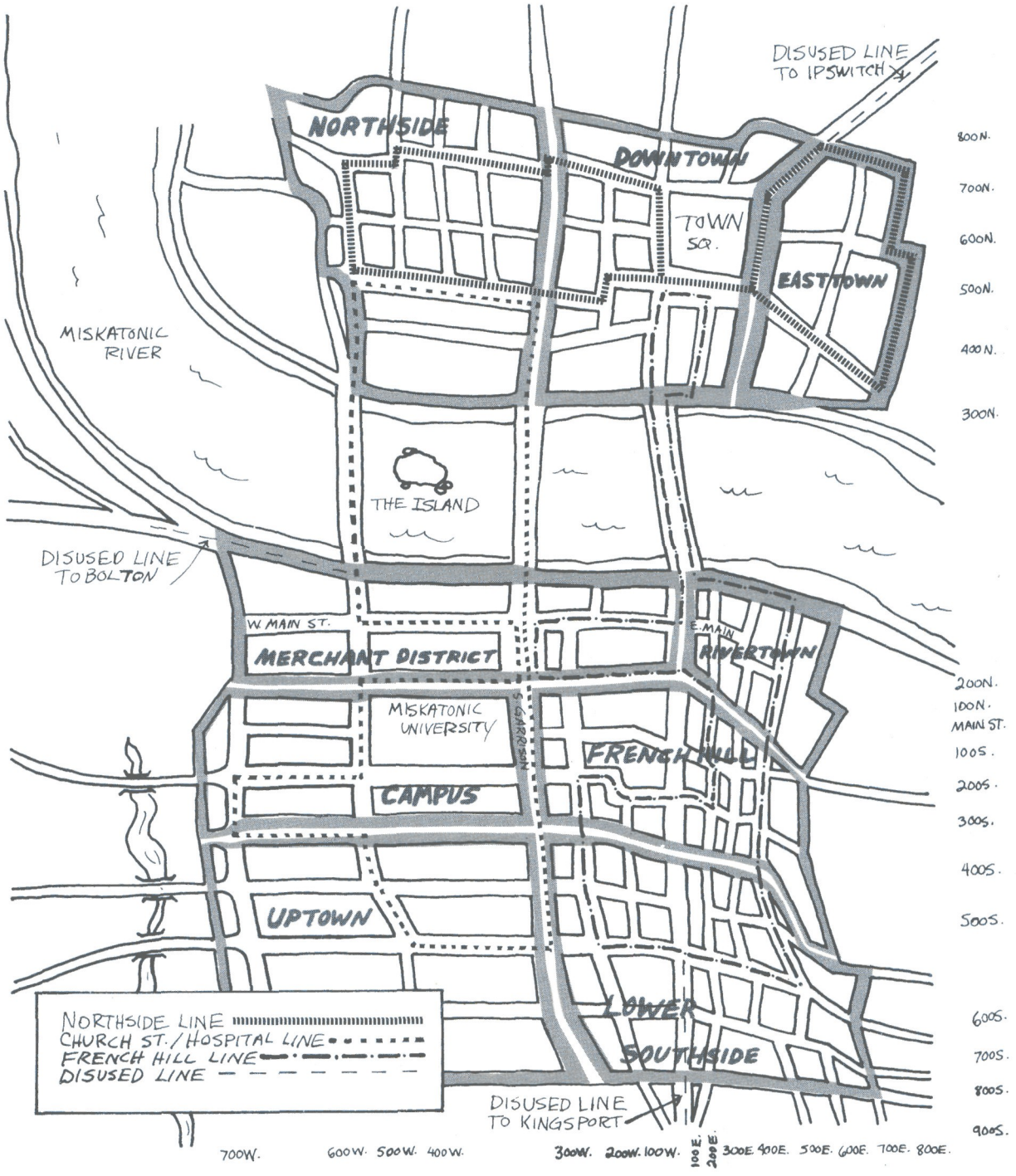
Each lending institution has a different chance of granting each type of loan; see their individual entries for terms.

Add the chance for the particular type of loan to the borrower's Credit Rating, then apply the following modifiers to gain a total percentage to roll against on D100.

***Residency:*** less than two years a resident, -20%; lifelong resident, +20%.

# Arkham

## Neighborhoods and Trolley Routes, ca. 1928



***Property Owner:*** own a house +20%; owns house and additional real estate, +40%.

***Room and Board Level:*** frugal +20% (spends 25% or less of income on room and board); respectable +10% (spends 26%-35% on room and board); spendthrift -15% (spends 36%-50% on room and board); wastrel -30% (spends 51% or more on room and board).

***Current Employment:*** less than two years, -10%; more than five years at same job, +20%.

***Annual Income:*** divide annual income by 1000, round down any fraction and multiply by 2. Add the resulting figure as a percentile to the score.

***Savings:*** if only a small amount, as per Annual Income, above. Large savings amount to significant collateral, and should be judged on a per-case basis.

***Marital Status:*** married +10%; single male 0%; single female -10%.

***Co-Signer:*** add this person's Credit Rating to the borrower's total. A co-signer must be a life-long resident of Arkham or be an exceptionally important resident of Boston.

Total all the modifiers. If the investigator's player can roll that final total or less on D100, grant the loan.

Term of the loan depends on the amount: for $ 1,000 or less, ask repayment in one year or less; for $ 1,001 to $4,000, ask repayment in two years or less; for $4,001 and up, ask repayment in three years or less. Tailor large financial transactions, such as bond floats, individually.

In the 1920s, purchases of homes were arranged somewhat differently than now. Middle and lower-income homes might be paid-for weekly, for a dollar or two, for five years; after sixty months, a large balloon payment became due, amounting to most or all of the loan principle. The weekly payments might satisfy only the interest on the mortgage. Credit Rating would certainly be affected by eviction.

## Improving Investigator Skills

Besides courses from the University, small private schools and individual instructors offer ways to increase investigator skills, as may participation in certain clubs. Let interested players offer specific proposals to evaluate.

A course of study usually requires uninterrupted attendance in order to grant improvement in a skill. Breaking off study to go adventuring negates the chance.

Though previously advocated in Chaosium publications, four month periods (the trimester system) prove to be anachronistic: in the 1920s—most of the United States was firmly semester-bound; university-level summer schools, if existing at all, were firmly remedial and intended for freshmen and sophomores. A six-month period is the standard in this book, appropriate to a slower-paced time. (Nonetheless, keepers content with the four-month system should not change; adapt the statements herein instead.)

As a rule of thumb, offer 1D6 skill points improvement for each semester's (or six months') study of a particular topic. Improvement of a skill beyond 50% should come from individual experience in scenarios, not from study. That teachers must be 75% or better in a skill in order to teach it is a useful guideline, but one which keepers should not follow slavishly.

If they admit skill-teaching into their campaigns, keepers should limit the number of studies an investigator undertakes: if an investigator does not work, let him or her take up to six classes without penalty.

If an investigator works, allow one or two courses of study per semester or six months, but attach penalties for overwork, fatigue, inattention, etc., when more than two courses are undertaken. One possible scheme for such additional courses is to modify the skill increase die roll—if it's 1D6 for the first and second classes, it's 1D6-1 for the third class, 1D6-2 for the fourth, and so forth; Only the crudest keepers will make negative charges against skills to simulate overwork.

Some keepers may find that an automatic increase of one to three points per class successfully completed may stifle debate and be simpler to administrate.

Be sure to remind your players that it's possible to graduate from a class without having learned anything.

Fees for instruction or tuition are up to the keeper. Don't be afraid to announce an arbitrary amount and then do some haggling to reach an agreed-upon sum. Balance how much the investigator can reasonably afford with the desirability of the course of study or training in your campaign.

## The Importance of Being Reputable

Because *Call ofCthulhu* often is played as a series of globe-trotting adventures, many games and campaigns rarely use or think about Credit Rating except as a momentary hindrance: "To get dynamite, roll your Credit Ratings, and we'll see if you strangers impress the storekeeper as upright citizens." But a campaign based in Arkham and played out in Arkham and its surrounds means that many town characters become neighbors, and that investigator reputations and contacts accumulate from adventure to adventure. Gossip is a staple in Arkham: investigators should find that most residents quickly get all the news not fit to print. 'Notorious' implies that a resident will know of and judge another by his or her reputation.

Investigator choices and actions will certainly alter investigator Credit Ratings, and to that end Credit Rating changes should be part of scenario conclusions, should be taken into account when participating in clubs and activities, and should be at issue wherever the keeper finds the theme pertinent. Though Credit Rating can be increased, like all skills, it can be also be lost swiftly, more swiftly perhaps than any attribute except Sanity, since the loss depends merely on town opinion and is not derived from game statistics. Keepers should not be chary of declaring Credit

Rating changes in Arkham, since tongues are quick and not always charitable.

Keepers may want to note sizable losses or gains of Credit Rating in Arkham-related incidents, and insist that investigator sheets also record notably good or bad deeds. Doing so makes sense of the fact that those invaluable Arkham connections mean nothing to a yawning New York City police sergeant.

On the reverse of their investigator sheets, players may also want to note who in Arkham their investigators meet and get along with—good Credit Ratings and good connections can open all the resources of the town.

## Joining A Club

Once settled in, an investigator might join a club or two, to get to know people. Various organizations exist and many bestow tangible benefits for membership. A list follows, noting each club's address and entry number in the "Guide to Arkham".

***Astronomical Society:*** amateur astronomers meet weekly in the warmer months of the year for stargazing field trips. Contact Dr. Morris Billings, Department of Astronomy, at the University; entry 612.

***Athletic Club:*** a young male professionals' association formed several years ago as a refuge from Prohibition and incidentally to play handball and rugby (602 Crane Street, entry 605).

***Chamber of Commerce:*** a businessmen's organization active civically (520 Gedney Street, entry 125).

***Arkham Amateur Theatre Company:*** headquartered at the Manley Theatre (670 Gedney Street, entry 109).

***Daughters of the American Revolution:*** a conservative women's organization dedicated to community service and patriotic Americanism (432 W Saltonstall Street, entry 813).

***Eye of Amara:*** a mystic society headquartered in a mansion (131 E Saltonstall Street, entry 904).

***Gun Club:*** pheasant and partridge shooters meet at various private homes or in the field. The owner of Parrington's gun shop (417 W Main Street, entry 416) is president and founder.

***Historical Society:*** dedicated to the preservation of Arkham's historical sites and memorabilia (531 S. Garrison Street, entry 901).

***Masonic Lodge:*** a secretive mens' 'mystic society' with strong professional ties, frequently involved in civic affairs (679 Brown Street, entry 107). An informal associate group for women exists. The Catholic church forbids membership in this organization.

***Miskatonic Club:*** a posh club for people of good family who have money (411 W High Street, entry 812).

***Rotary:*** a service organization devoted to good deeds in the community (650 N Garrison Street, entry 205).

***School Board:*** members must be popularly elected, but the positions carry prestige (Town Hall, entry 221).

## Miskatonic University

Prior to the recent Dunwich Horror, apparently no one at the University took seriously the horrible truths to be found in the *Necronomicon* and certain other books on University library shelves. Only a visit to the library by Wilbur Whately alerts Armitage to the dangerous knowledge within these awful tomes. Few people connected with the University had ever taken the time to scan these volumes, and of those few none bothered to make serious study.

Students consulted these books from time to time, and outsiders such as Wilbur Whately of Dunwich and Ephraim Waite of Innsmouth were allowed free access to the volumes. In 1922, the *Necronomicon* was loaned to doctors at the Arkham Sanitarium who, in an attempt to cure a victim of amnesia, allowed their patient to read through it.

While certain holdings of the library were recognized as rare and as contributing to the school's scholastic reputation, it is not until October, 1928, that anyone suspected some tomes to be any more than odd and blasphemous.

Since Armitage's experiences in Dunwich, the *Necronomicon* and certain other volumes have been placed on a "special restricted list". No one may consult them without the express permission of (usually the presence of) Dr. Armitage. This is possibly contrary to the University's charter, but Armitage's policy has not been challenged.

Of course, many student librarians do not know this rule, and Armitage often leaves the library.

Armitage and Wilmarth know each other and have discussed what their oddly-linked experiences might mean.

Rice and Morgan, the companions of Armitage in his excursion to Dunwich and witnesses to the death of Wilbur Whately, also share in Mythos knowledge.

Professors Dyer, Pabodie, and Lake, three members of the upcoming University expedition to the Antarctic, have been told by a concerned Wilmarth of what might lie ahead for them. Some of them have gone as far as to inspect the *Necronomicon* but, despite this and despite their respect for Wilmarth and Armitage, they're good scientists, and they'll have to experience Mythos horrors first-hand before being convinced.

Professor Nathaniel Wingate Peaslee, whose body was once possessed by a Yithian, also has some knowledge of the Mythos and is presently laying plans to accompany a future expedition to Australia. Peaslee has shared some of his information with his son, Prof. Wingate Peaslee. Although Prof. William Dyer will eventually head the Australian expedition, the Peaslees may not have shared their Mythos knowledge with the other seven professors.

As evidenced in Lovecraft's stories, these nine individuals possess the only scraps of Cthulhu Mythos at the University. Armitage apparently knows as much as anyone—how much must be decided by the individual keeper: the old librarian could be conducting quiet research into the matter, still not grasping the ramifications of the situation; at the other extreme, his alarm might be total, and he could have established a global network of correspondents—including some in the federal government—have hired clipping services, and be actively scheming to stifle the terrible threat to mankind.

## University Facilities

Besides the Library and Museum (described separately in the "Guide to Arkham"), the University offers other useful services.

Clues are often found written in strange languages. Post-graduate students can usually be hired to make translations from languages unknown to investigators. The going rate is about three dollars per thousand words, or five dollars total for short messages. Brain power at the University is excellent; these academicians thrive on new ideas and unsettling events. Most of the professors have high value in at least one skill, and the younger faculty at least still have inquiring minds; if they cannot answer an investigator's question immediately, they know where the answer might be or will continue to ponder the matter. Any professor will be intrigued by the strange problems investigators bring in.

Time spent researching or testing objects in University labs will often be done without charge to the investigators, though the faculty is honor-bound to ask payment for expensive chemicals, photographic plates, construction of special machines, and so on which involve replacement of materials by the University.

Investigators with good University contacts (perhaps through Armitage) can get big favors performed. Investigators known and trusted by faculty might be given the loan of valuable scientific equipment, allowed the occasional use of Miskatonic facilities and vehicles, or introduced into the global fellowship of first-rank scholarship.

Keepers are cautioned that while University scientific facilities are excellent for the period, period equipment and organization is not that much better than one might find in a decent high school these days: accurate balances, glasswork, optical devices, preparations for a variety of quantitative and qualitative analyses, specimen collections, and established technique; perhaps most importantly, the University glass-blowing facility and its machine shop are excellent.

## Newspaper Files

As part of its service to the community, the University library has kept systematic files of both the Arkham *Gazette* and the Arkham *Advertiser* (along with its two predecessors) in bound volumes in its basement archives.

Portions of this collection were ruined during the flood of 1888, including the *Gazette* for the years 1845-1848 and 1864-1868. The *Advertiser's* volumes for the years 1851-1863 are also missing, as are *the Arkham Bulletin's* editions for the years 1823-1826, and the *Miskatonic Valley Gleaner's* editions from the years 1830-1831.

Complete numbers for the *Gazette* and the *Advertiser* exist at their respective newspaper offices, as any University librarian will promptly say.

The missing *Bulletin* and *Gleaner* volumes are not known to exist, but they can be located in hand-made wooden storage boxes resting undisturbed, uncatalogued, and unknown in the crowded, dingy basement of the Arkham Historical Society.

## Arkham Government

Town Hall, on Peabody Avenue, holds the town offices. Arkham has an elected mayor and nine elected selectmen, all part-time positions. Posts are held for two years; elections occur every even-numbered year on the first Tuesday in November. Long-time Mayor Joseph Peabody is being seriously challenged for mayor by the University's energetic young president, Dr. Wainscott.

Occasionally the mayor can be found in his Town Hall office during the week.

The council of selectmen meets in Town Hall the first and third Tuesdays of each month.

## Police And Courts

The police force, inured to student antics, are forgiving of some behavior—harmless high jinks are expected. Though fear of offending an influential family curtails the reach of law enforcement into the campus community, police are not so forgiving when dealing with transients and immigrants.

They are unsurprised to find (if they find) professorial types snooping around old houses and cemeteries, especially if given excuses like "field trip" or "historical research".

Discharging a firearm in Arkham is illegal without good reason, as is possessing significant explosives such as dynamite or dynamite caps. Carrying a concealed weapon is legal, though almost suspiciously pointless in this placid place.

Debate, Oratory, Fast Talk, and Law skills are always valuable when dealing with the town constabulary, but a high Credit Rating renders a person nearly invulnerable to quick arrest. The police are basically honest, but they do not move without good reason against men and women whom they rightfully see as their employers.

From Chief on down, the police know that beer and liquor have been entering town despite Prohibition. Since even the Chief enjoys a glass of Scotch in the evening, the police ignore social infractions by private citizens as much as possible. Helpful officers often escort home drunks, especially those inebriates with high Credit Ratings. Drunks

who are rowdy and abusive risk being subdued, taken to the station, and booked; Judge Randall frequently hands out stiff penalties to those who cannot handle their liquor.

The speakeasy on the north side of town is a unremarkable fact to most; police force, government, and citizens look the other way, tolerating its existence, since it creates no problems for the town. Though they've long been aware of gangland problems in the big cities, they consider Prohibition to be the responsibility of the Commonwealth and federal agencies.

Unfortunately, the bootleggers have spawned additional crime. A lieutenant, a sergeant, and a few patrolmen routinely receive weekly pay-offs. As a whole, the force is well-paid and satisfied, and relatively immune to one-time bribes from investigators and their ilk. The motorcycle police assigned to traffic duty are the most vulnerable, often accepting a few dollars in lieu of speeding citations.

Justice Court is held five days a week, starting promptly at 8:30 A.M. and lasting as long as court business provides. Judge Keezar Randall likely presides. For more information about him, see entry 210 in the "Guide to Arkham".

Most misdemeanor arrests mean at least a night in jail, longer if it's a weekend. Misdemeanors and other minor crimes call for warnings, fines, or short jail terms. Major felonies involve murder, kidnaping, grand larceny (theft of anything valued in excess of $100), and major destruction of property: such proceedings are bound over for trial at the Essex County Courthouse in Salem.

Proceedings for some Commonwealth and all federal crimes are held in Boston, though arrests for them can be made anywhere in the state.

## Crime, Criminals, and Evil

Arkham, despite long acquaintance with strange and often unexplained events, views itself as a New England town isolated from and superior to the divisive problems and crude dangers of cities—an island of civilized virtue in the countryside, carved out of the wilderness by energy, thrift, and probity, held together to this day by respect, religion, and education, a place superior both to the mutant hive-like cities and to the ignorance and filth of rural backwaters.

Education is important in Arkham mostly as the passing on of received truth which should be not unduly disputed, analyzed, or reinterpreted. Free inquiry decently exists only in business dealings and in the obligatory tip of the hat to the long-ago Protestant rebels in far-off Europe.

Murders, kidnapings, burglaries, disappearances, fisticuffs, and drunken and indecent behavior traditionally occur among the poor, especially the immigrant poor, not among Arkham's respectable families, who ignore or never learn of such matters.

The occasional burglary of a fine home or an important shop reaps headlines; the disappearance of the Stolkowski's youngest child doesn't raise an eyebrow.

***Arkham And Alcohol:*** some of Arkham's placid character has changed since the 18th Amendment, which barred the sale and use of alcohol for consumption on January 16, 1920.

Like many places, Arkham never really went Dry. Imbibers, anticipating lean years, hoarded beer, wine, and liquor. As those sources were exhausted, illegal liquor distribution networks evolved from Canada and Europe. Later still, turf wars and price competition led criminals to set up their own distilleries.

Back to the days of the rum trade, alcoholism in the U.S. was epidemic, linked with innumerable cruelties and brutalities, but the systematic prohibition against alcoholic beverages created systematic crime, concentrating fortunes in the hands of ambitious thugs.

In the early days of the 18th Amendment, most of the alcohol coming into Arkham passed through the hands of Joe (Giuseppe) Potrello, who still lives on the Lower Southside (see entry 913).

Potrello handsomely profited from alcohol, enough that an important source, a Boston Irish mob, decided to annex Arkham. Backed by mob money, Danny O'Bannion (see entry 412) was sent in to buy out Potrello "peaceable-like" and become the local king-pin. His offer refused, O'Bannion lured a Potrello henchmen to Boston and there murdered him. Potrello then quickly struck a deal, giving up the booze business in favor of tiny operations in gambling and prostitution.

Opening the Lucky Clover Cartage Co., O'Bannion soon expanded sales of illegal alcohol in Arkham and the entire Miskatonic Valley. O'Bannion was not satisfied with only one racket, and began running numbers among factory workers and in immigrant communities. As O'Bannion squeezes, Potrello retreats, knowing the game is lost.

***Street Gangs:*** made up of teenage boys who have little future and lots of time, Arkham's two street gangs, the Rocks and the 'Finns are ethnic Italian and Irish, respectively.

They incidentally lie, cheat, and steal, but mostly they gather together to swear, boast, and gain respect. They never cause trouble in wealthy neighborhoods because they know that there the police must be unmerciful. Occasionally a new, ambitious leader arises, but an O'Bannion thug either hires him or has him beaten until he flees town.

Large fights between the two gangs have been infrequent lately, because territory boundaries have been observed. That can easily change.

For the Irish, see entry 513; for the Italians, see 720.

***The Evil Coven:*** this cruel and secret group has plagued Arkham since the town's beginnings. For a description of them and an instancing of the central members, see entry 1007.

***Independents:*** the following scoff-laws may know of each other, but never work together. Investigators might encounter them. Some may have witnessed Mythos events and may have been influenced by what they saw. These lawbreakers include Bartholemew Appley IV (entry 139), Larry Freen

(entry 104), Greg the Monster (entry 501), Alex Hearne (entry 130), Jonathan Shear (entry 816), and Melissa Thorne (entry 310).

## Lovecraftian Family Names

As keepers create new characters for Arkham, bear in mind that a visitor or immigrant might be called almost anything, but that a native would likely bear one of a limited number of family names. Not infrequently, a native of the area might bear a surname as a given name—Abbot Bicknell, for instance, or Brewster Carrington. Surnames follow in alphabetical order:

**Abbott,** Alexander, Allen, Angell, Arnold, Arthur, Ashley, Averill; **Barnard,** Bellingham, Bennett, Bicknell, Birch, Bishop, Bixby, Bosworth, Bowen, Bradbury, Brewster, Briden, Brown, Burroughs; **Cabot,** Cahoone, Capwell, Carew, Carrington, Carter, Chaplin, Chase, Checkley, Clark, Coffin, Corey, Cotton, Crane, Crawford, Crowninshield, Curwen, Cushing; **Dalton,** Danforth, Davis, Derby, Dexter, Dole, Dudley, Durfee, Dwight; **Eliot,** Elton, Endicott; **Farr,** Field, Fenner, Fenton, Fowler, Frye, Fuller; **Gammell,** Garrison, Gedney, Gerritson, Gifford, Goddard, Graves, Greene; **Halsey,** Harris, Hart, Hartwell, Hacket, Hathorne, Hawkins, Hill, Hetfield, Holt, Hopkins, Hoppin, Houghton, Howland, Hutchins, Hutchinson, Hyde; **Ilsley,** Ives; **Jackson,** Jenckes, Jenkin, Jermyn; **Keezar; Lawson,** Leslie, Liddeason, Lillibridge, Low, Lyman; **Manning,** Marsh, Mason, Martin, Mather, Mathewson, Merrill, Monroe, Mowry; Nichols, Nightingale, Noyes; **Olney,** Orne, Osborne, Osgood; **Parker,** Parsons, Peck, Peters, Phillips, Pickering, Pickman, Pierce, Potter, Putnam; **Randolph,** Reid, Rice, Rider, Robbins, Robinson, Ropes, Rowlandson, Russel; **Saltonstall,** Sargent, Sawyer, Seaton, Sewall, Shepley, Slocum, Smith, Snow, Spaulding, Soames, Somerby, Soulhwick, Spencer, Stafford, Stuart, Sullon; **Talbot,** Thornton, Throckmorton, Thurber, Thurston, Tillinghast, Tilton, Tobey; **Updike; Wade,** Waite, Wanton, Ward, Warren, Washburne, Waters, Wayland, Webb, Weeden, West, Whately, Wheeler, Whipple, White, Whitefield, Whitmarsh, Wilcox, Willett, Winthrop.

# A Brief History of Arkham

*Wherein keepers learn of Arkham's past, of the famous and the infamous, of war and trade, and of the good and evil that men do; how Arkham became a beacon of civilization*

A considerably younger town than neighboring Kingsport or Innsmouth, colonials settled the Arkham area first in the late 17th century. They were 'liberal thinkers' fleeing the oppressive Congregationalists of Salem and Boston. Led by such educated men as Jeremiah Armitage, Jebel Whately, Tristram Curwen, and Abel Peabody, these earliest settlers laid out the first streets on the slopes of what is now known as French Hill. Town meetings for "the Plantation of Arkham" were held once a month in a small wooden hall on "the first wet day of the month when all are to appear there at the beat of a drum."

Among the least desirable of Arkham's first generation were Keziah Mason and Goody Fowler, suspected witches who brought with them from Salem a dark and hideous cull. In 1692, Mason was apprehended by King's men from Salem; Fowler fled into the forests northwest of town. Mason was gaoled but soon mysteriously escaped, never to be seen again. When the New England witch-scare ended, Goody Fowler quietly returned to Arkham and resettled in her collage southwest of town. Here she indulged in evil until, in 1704, an angry mob dragged her to a hill west of Arkham and there hanged her by the neck. Her murderers were never arraigned or punished.

Yet the dark cull remained active. One member is thought responsible for summoning or creating the Unnamable thing present in the attic of an old house on N Boundary Street. This thing later murdered 15 people in a nearby parsonage.

Arkham grew slowly through the early 18th century, overshadowed by nearby-Kingsport's successes with fisheries and trade. Arkham grew as a quiet farming communily; when prices were good, a few fishing boats slipped

down to the sea. For many years the only way to cross the Miskatonic was by way of Evan's ferry, just large enough for a coach and four.

In 1761, Francis Derby and Jeremiah Orne returned to Arkham following successful careers as Salem sea captains. They brought five ships between them, determined to turn Arkham into another West Indies trade port. They built docks and warehouses along the north side of the river, in the area around Fish Street, and for a few years Arkham was host to ships plying the triangular trade, moving slaves to the Caribbean and the South, bringing molasses, sugar, and rum to New England, and exporting skins and dried cod.

At the height of this trade the first permanent streets north of the river were established, and the first great Arkham mansions—the Derby and Orne homes and those of their captains—rose in the area now called Easttown. Orne and Derby built the first bridge to span the Miskatonic River, a wooden creation near the site of the present Peabody Avenue bridge.

Jeremiah Orne died in 1765, leaving a library of 900 volumes and a bequest that, administered by trustees Francis Derby and George Locksley, was used to found Miskatonic Liberal College. The school was housed in a large two-story building on the south side of College Street, overlooking the old Common.

A large second-story housed the Orne library and a small museum of oddities brought back from the West Indies and beyond by Arkham ships. This collection can still be seen at the Miskatonic University Exhibit Museum. John Adams Pickering, Harvard-educated and of the Arkham Pickerings, was chosen the college's first president.

During the Revolutionary War, the Derbys and Ornes turned privateer. Operating mainly out of Kingsport, they sank or captured 23 vessels under the British flag, turning handsome profits. After the war, the families subsidized the purchase and development of the old Town Common—previously used for pasturage and militia training—and soon installed a now-healthily-endowed Miskatonic College on the new campus. A new town square was laid out on the north side of the river, near the center of town, and, after much debate, named Independence Square.

The end of the war marked the decline of Arkham's sea trade. Salem, Boston, and New York rapidly consolidated most of the China trade; the local remnant went to Kingsport. In 1808, the Federal Customs Office in Arkham was closed, and Arkham lost its status as a port of entry.

Despite the loss of international trade, Arkham grew rapidly in the first half of the 19th century, thanks to the vision of such men as Eli Saltonstall. Saltonstall, formerly a captain sailing for the Pickman family, foresaw the end of Arkham's short-lived sea trade, opening in 1796 Arkham's first textile mill, on the south side of the river at the foot of East Street. More mills opened soon after and, as New England farming declined, Arkham grew industries.

The industrialists—the Saltonstalls, Browns, and Jenkins—laid out new streets south of the college campus along the top of South Hill, and there constructed grand Georgian/Federalist mansions, financed by large textile profits.

In this period, in 1806, the town's first newspaper, the Arkham *Gazette*, was established, underwritten by the Federalist Derbys. Republican industrialists were later to help found the Arkham *Bulletin*. By this time the Federalist sea merchants were dwindling. Their last building spree saw the construction of the mansions that border the Common along Federal and Curwen Streets.

By 1820, mills and supporting industries lined the south bank of the river, from Peabody Avenue east. Arkham became increasingly urbanized. By 1850, a telegraph line linked the town with Boston. Reputable scholars, in part drawn by Miskatonic College's already famous library and by the proximity of the town to Boston, began to join the staff. Southwestern Arkham took on the feel of an Ivy League town.

Industry continued to expand. By 1850, brickyards, leather shops, shoe factories, watchmakers and, later, costume jewelry manufacturers lined the shores north and south on the eastern side of town. A great string of warehouses, eventually reaching West Street, were constructed along the south shore during this period.

In the American Civil War, Arkham's finest formed a company of the 23rd Massachusetts Volunteer Regiment. Twenty-seven young men died in the struggle; a memorial in Christchurch Cemetery commemorates their sacrifice.

After the Civil War, Miskatonic College became a full-fledged university. Gas street-lighting was nearly complete by 1870. Visitors were frequent enough that a cab service existed, working out of the rail depot. In 1873, Arkham created a municipal police after members of a then-illegal fraternity got drunk at Doc Howard's Bar and sparked a riot that damaged many shops and stores along Church Street. A law was soon after passed limiting the proximity of taverns in the campus area.

In 1882, a strange meteorite landed west of Arkham, on a farm belonging to Nahum Gardner. Professors from the University investigated the meteorite but were unable to learn its true nature. In the end, the Gardner family succumbed to a strange disease that eventually left the area barren and scorched.

Unprecedented spring rains in 1888, coupled with offshore storms that drove the sea up the Miskatonic's estuary, swelled the river far over its banks. The worst flooding ever recorded in Arkham caused extensive damage to the riverside mills. Southwestern Arkham, as far as part of the University campus, was inundated, damaging the basement archives of the library and destroying irreplaceable acquisitions.

In the next years, new concrete drains and levees eased the danger of a second killer flood. A little later, trolley lines were installed, and the first homes turned from gas light to

electricity. Telephone lines appeared. Before the end of the century, a public sanitary water system was completed.

As though to spite these efforts, in 1905 a terrible cholera epidemic swept Arkham, killing many in the sudden plague. Among the many victims was Dr. Allen Halsey, then dean of the Miskatonic School of Medicine and a public benefactor loved by all. A statue to his memory was erected on campus and presently overlooks the town he loved.

Arkham's textile mills never fully recovered from the flood of 1888. New England had lost much of the trade to the South; most of Arkham's firms, underinsured against the disaster, never reopened.

In the Great War, Arkham gave its share; a bronze plaque at City Hall and a Commons bronze doughboy commemorates those who fell.

The economic boom in the 1920s passed by most of New England, whose industrial base was by now in rapid decline, but reached Arkham by way of the University. Town and school became inextricably linked. Many Arkham shops cater greatly or exclusively to the needs of the University community. In 1928, the school is the heart of the town's economy. Its administrators and faculty form part of the newest of Arkham's aristocracies.

# Arkham Today

Though New England's fortunes declined after the Great War, local survey shows that 83% of Arkham homeowners possess electric irons, 77% have gas or electric washing machines, and 51 % have or plan to purchase vacuum cleaners. Nearly 50% of Arkham families own at least one automobile, and merchants complain of those who park their machines in front of shops all day.

The interurban trollies that once linked Arkham, Ipswich, Kingsport, Bolton, and Salem have been abandoned with the coming of the automobile. A bus line has recently re-established some of these routes.

Problems persistently arise between Town and University. At present, the cost of campus police protection is being debated. The University's young president, Dr. Wainscott, has dared to enter the controversy by running for mayor. Even if the election in November goes to the University, the perennial struggle for power between Town and University will not end.

Though there is no boom, the new construction of apartment buildings, University buildings, and filling stations attests to general prosperity. However, much of this construction slows or dies after the stock market crash in 1929. Arkham, feels the effects much less than other towns in the area, but it is hurt. Most of Arkham's industries, employers of the poorer classes, lay off workers, and more than a few close their doors forever.

# A Lovecraft Chronology

*This is H.P. Lovecraft's chronology of events in or near Essex County, as can be reckoned now. Certain notes in the "Guide to Arkham" chapter differ from this chronology. For more information, see the introduction to this book.*

**1643:** Innsmouth founded.

**1692:** Whatelys, Bishops come to Dunwich from Salem.

**1747:** The Reverend Abijah Hoadley, newly come to the Congregational pulpit 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.

**1846:** Marsh is followed out to Devil Reef one night and, along with 32 others, is arrested and jailed. Shortly after this, Marsh escapes jail and half the town is wiped out by "epidemic and riot".

**1846:** Captain Obed Marsh takes a second wife; no one in Innsmouth ever sees her.

**1863:** Federal conscription agents visit Innsmouth after this date, but take no action.

**1882** ***(June)*****:** A meteorite falls on Nahum Gardner's farm just west of Arkham, not close enough to town to be heard. News of it reaches Arkham the next morning. Three University professors promptly visit the site, then return the next day when their first specimen fades away when placed inside a glass beaker.

**1883** ***(March)*****:** Vegetation around the Gardner farm grows noticeably large. University professors again visit and dismiss the phenomenon as unimportant.

**1890:** Lavinia Whately's mother disappears under strange circumstances.

**1905:** Typhoid strikes Arkham, killing many. At the height of the epidemic, an insane killer strikes, killing 15 people before capture by police. He bears an uncanny resemblance to Dr. Allan Halsey, former Dean of the School of Medicine at Miskatonic University and a recent typhoid victim.

**1908** *(May 14):* Prof. Nathaniel Wingate Peaslee collapses while conducting a class at the University, and is subjected to many years of amnesia.

**1912** *(April 30, evening):* Loud noises in the Dunwich hills are heard in Arkham. The sound marks the conception of Wilbur Whately and of his twin brother. Soon after, Old Whately renovates the second floor of his house and boards up the windows on that floor.

**1913** *(February 2, Candlemas):* Wilbur Whately is born in Dunwich.

**1913** *(October 31, Beltane):* In Dunwich a great blaze is seen atop Sentinel Hill.

**1915** *(April 30, evening):* Powerful tremors emanate from Sentinel Hill, felt as far away as Aylesbury. This occurs annually for the next ten years.

**1915** *(September):* Prof. Laban Shrewsbury of Arkham disappears while walking alone down a country lane west of town.

**1915** *(October 31, Beltane):* Powerful rumblings from atop Sentinel Hill are accompanied by bursts of flame on the summit. This occurs annually for the next ten years.

**1917:** When the Dunwich draft board has trouble filling its quota, several federal inspectors and doctors arrive to investigate. Stories of wholesale degeneracy are picked up by the Boston *Globe* and the Arkham *Advertiser,* who promote the area's weirdness to increase circulation. Stories include Wilbur's precociousness, Old Whately's black magic and his shelves of strange books, the sealed second story of their ancient farmhouse, and the hill noises. A photo shows Wilbur at four and a half years old, although he appears to be fifteen—lips and cheeks fuzzy with a coarse, dark down.

**1922** *(Yule):* The unnamed protagonist of "The Festival" experiences horror in Kingsport.

**1923:** A second great siege of carpentry begins as Old Whately guts the second floor of the house.

**1924** *(August 1, Lammas night):* Dr. Houghton of Aylesbury is summoned to the Whately house by Wilbur. At 1 A.M. Houghton witnesses the death of Old Whately.

**1925:** Dr. Henry Aimitage of Miskatonic University calls upon Wilbur Whately at the latter's home in Dunwich. Armitage has corresponded with Whately for some time.

**1926** *(October 31):* Lavinia Whately disappears.

**1927:** Wilbur Whately moves his library and effects into two sheds and begins new carpentry work on the house, boarding up all the ground floor windows and removing the interior walls.

**1927** *(July 15/16):* An outsider's visit to Innsmouth precipitates an investigation by the federal government.

**1927** *(November 3):* Unprecedented flooding in Vermont washes strange pink bodies down the swollen rivers.

**1927** *(Winter):* Federal officials make a secret and continuing investigation of strange conditions in Innsmouth.

**1927** *(Winter):* Continuing into 1928, Wilbur Whately visits the Miskatonic University Library to copy a formula from the dread *Necronomicon.* Dr. Armitage refuses his requests to borrow the book.

**1928** *(January):* Walter Gilman experiences bizarre dreams while rooming in Arkham's Witch House.

**1928** *(February):* Federal and state officials make a coordinated series of arrests and raids on Innsmouth, followed by the deliberate burning and dynamiting of a number of empty buildings along the waterfront. Most people believe the actions connected with whiskey smuggling. A submarine reportedly torpedoes certain portions of Devil Reef, a mile and a half east of Innsmouth.

**1928** *(May 1):* Walter Gilman dies when his heart is eaten out by Keziah Mason's familiar, Brown Jenkin.

**1928** *(June):* Prof. Wilmarth receives a phonograph recording from Vermont. The recording contains the voices of the Mi-Go.

**1928** *(August 3, Tuesday):* Wilbur Whately attempts to steal the Miskatonic's *Necronomicon* but is killed by the school's watchdog.

**1928** *(September 2, Sunday):* After nearly a month's work, Armitage succeeds in translating the first complete passage from Wilbur Whately's annals.

**1928** (September 3): Armitage reads all day.

**1928** *(September 4):* Morgan and Rice visit Armitage and he tells them something terrible. They leave pale and shaken.

**1928** *(September 5):* Wilmarth receives a warning from his Vermont correspondent, Akeley. "Look out for yourself too," is part of the message.

**1928** *(September 9, Sunday):* The Dunwich Horror is spotted for the first time by Luther Brown, a hired boy of George Corey's, who was walking the cows to pasture. Sally Sawyer's son, Chauncey, later discovers that the Whately house is destroyed, as though it had been exploded from the inside. The first wounded cows, belonging to Seth Bishop, are discovered.

**1928** *(September 11):* The Horror attacks Elmer Frye's farm, destroying his barn and three-quarters of his cattle.

**1928** *(September 13, Thursday):* The Dunwich Horror wipes out the Elmer Frye family at 3 A.M..

**1928** *(September 13):* After a short visit with his 'friend', Akeley, Wilmarth escapes the Vermont farmhouse in terror of what he has learned.

**1928** *(September 14, Friday):* Armitage, Rice, and Morgan set out for Dunwich by motor. They soon learn of the destruction of the Frye farm and discover that five state policeman are apparently missing. That night Seth Bishop, Sally Sawyer, and her son Chauncey, are all destroyed by the Horror.

**1928** *(September 15):* Armitage, Rice, and Morgan destroy the Dunwich Horror atop Sentinel Hill.

**1928** *(October 7):* While on a visit to Arkham, Randolph Carter mysteriously disappears. His abandoned auto is discovered parked at the foot of Elm Mountain.

**1928** Probable year in which Edward Derby and Asenath Waite marry.

**1930** *(September 2):* The Miskatonic University expedition to the Antarctic, sponsored by the Nathaniel Pickman Derby Foundation, leaves Boston harbor aboard the brig *Arkham* and the barque *Miskatonic.*

**1930** *(October 20):* Miskatonic's expedition reaches the Antarctic Circle.

**1931** *(January 24):* Atwood and Lake fall victim to the horrors in Antarctica.

**1931** *(March):* A gale destroys the roof of Arkham's now-deserted Witch House.

**1935:** Miskatonic's expedition to the western Australia desert begins.

# TOWN DIRECTORY

*Of Matters Entered in the "Guide to Arkham", Excluding the University*


***Directory Entries***
**Churches**
**Clubs, Organizations**
**Food, Entertainment**
**Funeral Homes, etc.**
**Horrible Creatures**
**Hotels, Apartments, etc.**
**Industries, Commercial Services**
**Jobs, Prof, Hobbies**
**Medical Institutions**
**Miscellaneous Entries**
**Mythos Tomes, etc.**
**Newspapers**
**Private Homes**
**Public Buildings**
**Schools, Exhibits**
**Services (Financial)**
**Services (Personal)**
**Shops, Stores**
**Statistics (individual)**
**Transport, Communication**
**Utilities**
**Weird Places**

***Churches***
Arkham Reserved Cong. . . 817
Asbury M.E. . . . . .206
Bayfriar's Church. . . . . .714
Christchurch Episcopal . . . 448
East Church. . . . . .503
First Baptist. . . . . .715
First Presbyterian. . . . . .806
First Unitarian. . . . . .302
Sacred Heart (Catholic) . . . 909
St. Michael's (Catholic) . . . 718
St. Stanislaus (Catholic) . . 906
Temple Baptist. . . . . .306
West Church. . . . . .408

***Clubs, Organizations***
Arkham Am. Theatre Co. . . 109
Arkham Gun Club. . . . . .416
Arkham Hist. Society . . . . 901
Arkham S.P.C.A. . . . . .627
Chamber of Commerce . . 125
The 'Club'. . . . . .913
D.A.R. . . . . .813
Eye of Amara. . . . . .904
Masonic Lodge. . . . . .107
Rotary Club. . . . . .205
Miskatonic Ath. Assoc. . . 605
Miskatonic Club. . . . . .812

***Food, Entertainment***
Amherst Theatre. . . . . .225
Anton's Restaurant. . . . .912
Arley's Boat & Bait. . . . . .505
Arthur Murray Dance . . . . . 418
Art's Billiards. . . . . .215
Aunt Lucy's. . . . . .133
Bee's Diner. . . . . .209
Bell Cafe. . . . . .442
Church Street Cafeteria . . 444
Commercial House. . . . .131
Crawford's Restaurant . . 213
Dennison's Ice Cream . . . 227
Desolate Highway Cafe . . 129
Fleetwood Diner. . . . . .202
Fenner's Roadhouse . . . 1015
Grafton Diner. . . . . .137
Manley Theatre. . . . . .109
Miss Andrew's Parlor . . . 903
Penny Arcade. . . . . .226
Sander's Wax Museum . . 136
Speakeasy. . . . . .104
Telenews Cinema. . . . . .212
University Spa. . . . . .706

***Funeral Homes, etc.***
Christchurch Cemetery . . 917
Eleazar's Funeral Home . 910
Mehler's Funeral Parlor . . 705
Old Arkham Graveyard . . 712
Old Wooded Graveyard . . 401
Potter's Field. . . . . .102
Whitechapel Mortuary . . 604

***Horrible Creatures***
Brown Jenkin. . . . . .711
Colour Out of Space . . 1010
Goody Fowler's Ghost . . 402
Lurker at Threshold . . . . . 1001
The Unnamable. . . . . .403

***Hotels, etc.***
Beacon of Hope House . . 509
Borden Arms Hotel. . . . .130
Chelsea House Apts. . . . 456
Clark's Accomodations . . 814
E. Peabody Home. . . . .504
The Franklin Place. . . . .801
Guardian Apartments . . . 106
Harding House. . . . . .115
H. Botsford Hotel. . . . . .628
Hotel Miskatonic. . . . . .626
Lewiston House. . . . . .708
Simpson Apartments . . . 911
Smith's Boarding House . . 716
Szymanski's. . . . . .907
Tenement. . . . . .914
Terrace Building. . . . . .111
Tilden Arms Hotel. . . . . .134
Timbleton Arms. . . . . .810
Y.M.C.A. . . . . .721
Witch House. . . . . .711

***Indust., Com. Services***
Adams' Lumber Yard . . . 240
Anderson's Chemical . . . 307
Arkham Baler Co. . . . . .126
Arkham Dairy. . . . . .404
Arkham Worsted Mills . . . 309
Bunden's Bindery. . . . . .237
Icehouse. . . . . .308
Lucky Clover Cartage . . . 412
Sheehan Contract. Sup. . 239
Slaughterhouse. . . . . .241

***Jobs, Prof., Hobbies***
***Accountant***
Jedediah Marsh. . . . . .110
***Actress (amateur)***
Elizabeth Peabody. . . . .109
***Architect***
Daniel Upton. . . . . .803
***Art Appraisal & Restoration***
Andreas ver Hoven. . . . .414
***Artist (painter)***
Hagan Wilson. . . . . .914
***Astrologer***
Madame Dulagi. . . . . .911
***Attorneys-at-Law***
Edwin Cassidy. . . . . .118
Bertrand Chambers . . . . 216
Lee E. Craig. . . . . .210
E.E. Saltonstall. . . . . .123
***Barber***
Aldo Petrucci. . . . . .916
***Bibliophile***
Stewart Portman. . . . . .809
***Blacksmith***
Jacob Asker. . . . . .511
***Booksellers***
Herbert Harden. . . . . .450
Malvina Jaywil. . . . . .434
Edwin Tillinghast. . . . . .124
***Botanist***
Dr. Homer Winside. . . . . .703
***Broker***
James Gedney. . . . . .118
***Cab Dispatcher***
Gregory Dahlberg. . . . . .234
***Civil Servants***
B. Adams (Fire Chief) . . . 236
Eldon Jenkin (Principal) . . 508
Janet Larkin (City Clerk) . . 221
J. Manton (Supt. of Sch.) . 406
Joseph Peabody (Mayor) . 221
Anita Pierce (Principal) . . . 603
Judge Keezar Randall . . . 210
D. Slocum (Town Mgr.) . . 221
Eli Whittaker (Postmaster) 233
***Criminals & Lawbreakers***
Bartholomew Appley IV . . 139
Lou Benito. . . . . .913
Dan the Bartender. . . . . .104
Larry Freen. . . . . .104
Meyer Golditz. . . . . .412
Greg the Monster. . . . . .501
Alex Hearne. . . . . .130
Eddie Leary. . . . . .412
Danny O'Bannion. . . . . .412
Guiseppe Potrello. . . . . .913
Sam the Doorman. . . . . .104
Jonathan Shear. . . . . .816
Bobby Sills. . . . . .412
Melissa Thorne. . . . . .310
Tough Muggs, Five. . . . . .412
Typical Street Punk . . 513,720
Randle Wade. . . . . .207

***Cultists (the Evil Coven)***
Abigail LaRue (Tama) . . 1007
Joe Ambrose (Jergat) . . 1007
H. Beemis (Balazar) . . . 1007
R. Czyenck (Regneh) . . 1007
W. D. Johnston (Ahmala) 1007
K. Mason (Nahab) . . 711,1007
E. W. Perkins III (Jabal) . 1007
Maria Slocum (Shana) . . 1007
Daniel Swain (Sugga) . . 1007
Jennifer Tilstrom (Yula) . . 1007
Sheila Torsten (Belag) . . 1007
J. A. White (Katal) . . . . 1007
***Dentist***
G.R. Feldman, D.D.S. . . 118
***Driving Instructor***
Harvey Ballard. . . . . .229
***Electronics***
Robert Valencia. . . . . .424
***Fight Trainer***
Luca Maruzzo. . . . . .720
***Financier***
Robert Beckworth. . . . . .812
***Glassblower***
Gregor Weilder. . . . . .506
***Glazier***
Gunther Schmidt. . . . . .510
***Goldsmith***
Elisha Waite. . . . . .427
***Gunsmith***
Edward Parrington. . . . . .416
***Historians***
E. Lapham Peabody. . . . .901
Edwin Tillinghast. . . . . .124
George Tillinghast. . . . . .421
***Hypnotist***
Alain Couzon. . . . . .716
***Jeweler***
Lazlo Caselius . . . . . 429
***Journalists***
Michael Crane (Gazette) . 108
Harvey Gedney (Adv.) . . 128
Roberta Henry (Adv.) . . . 128
Willard Peck (Gazette) . . 108
H. Penobscott (M.U. Crier) 625
***Junkman***
Hiram Cahoone. . . . . .512
***Landlords***
Miss Elizabeth Clark . . . . 814
Mr. & Mrs. Dombrowski . . 711
Mr. & Mrs. Franklin. . . . . .801
Mr. & Mrs. Harding. . . . . .115
Mr. & Mrs. Smith. . . . . .716
Widow Szymanski. . . . . .907
**Lens *Grinders***
Bernard Evans. . . . . .422
Timothy Walters. . . . . .426
***Librarian***
Ellen Whitmarsh. . . . . .208
***Locksmith***
Richard Henry Ace. . . . . .415
Caleb Markham. . . . . .449
***Mechanic***
Bucky Heingrapper . . . . .1013
Abel Sykes. . . . . .235
***Messenger***
Bobby Ashbourne. . . . . .132
***Mortician***
Jaspar Eleazar. . . . . .910
***News Vendor***
Ernie Trout. . . . . .135
***Night Watchman***
Sawyer Lyman. . . . . .118
***Pastors and Priests***
Rev. Armbruster (Cong.) . 817
Father A. Bishop (Episc.) . 448
Father C. Iwanicki (Cath.) 906
Father A. Morency (Cath.) 909
Rev. C. Noyes (Bapt.) . . . 715
Father P. Sheene (Cath.) . 718
Dr. W. Spencer (Unit.) . . . 302
Dr. E. Sutton (Presb.) . . . 806
Dr. E. Wallace (Meth.) . . . 206
***Pets and Birds***
Albert Cunningham. . . . .419
***Pharmacist***
Mather Bryant. . . . . .445
***Photographer***
Timothy Walters. . . . . .426
***Physicians***
Dr. Morton Hartwell. . . . .807
Dr. Stanley Malkowski . . . 907
Dr. Ephraim Sprague . . . . 118
Dr. Horton Wilson. . . . . .805
***Pilot/Flying Instructor***
Stanley Harrington . . . . . 1013
***Plastic Surgeon***
Dr. Garrison Sinderwald . . 218
***Police***
Mickey Harrigan (Lieut.) . 232
L Harden (Chief of Det.) . 232
William Keats (Captain) . . 232
Asa Nichols (Chief) . . . . 232
Ray Stuckey (Lieut.) . . . . 232
Typical Sergeant . . . . . 232
Typical Patrolman . . . . . 232
***Private Investigator***
Kenneth Heath . . . . . 204
***Psychiatrists***
Dr. Eric Hardstrom . . . . 201

Dr. Parker Larkin . . . . . 902

***Psychoanalysts***

Dr. Heinrich T. Muelhig . . . 219
Dr. Allen Turner . . . . . 118

***Scholars***

Jason Gaspard . . . . . 904
Dante Helcimer . . . . . 801
Pin Liou . . . . . 238

***Sculptor***

Pete Sander . . . . . 136

***Shop Owners***

J. Aberstrom (b. parlor) . . 432
R. Adams (gen. store) . . . 502
Bert Arley (boat rentals) . . 505
Jasper Benson (market) . . 452
Clell Flint (trains & toys) . . 455
B.F. Jones (hardware) . . . 451
Dean Martelle (toys) . . . . . 455
Hattie O'Brian (boutique) . . 428
G. Stewart (camping) . . . 454
Edith Winkler (gifts) . . . . 447
Elijah Potts . . . . . 405

***Singing Coach***

Alberto Manelli . . . . . 420

***Stonecutter***

Elijah Potts . . . . . 405

***Strange People***

Beatrice Allen . . . . . 303
Eunice Babson . . . . . 1012
Ellen Crawford . . . . . 303
Edward Derby . . . . . 1012
Ed Dunlap . . . . . 134
Frank Elwood . . . . . 711
Walter Gilman . . . . . 711
Ammi Pierce . . . . . 1011
Abigail Sargent . . . . . 1012
Joe Sargent . . . . . 203
Moses Sargent . . . . . 1012
Asenath Waite . . . . . 1012

***Spirtualist***

Gerrhardt Wvinch . . . . . 111

***Surveyor***

George Lillibridge . . . . . 115

***Veterinarian***

William "Doc" Pinter . . . . 905

***Watch Repair***

John Malloy . . . . . 423

***Zoologist***

Albert Cunningham . . . . 419


### *Medical Institutions*


Arkham Sanitarium . . . . 201
Larkin Institute . . . . . 902
Misk. Veterans' Home . . . 601
St. Mary's Hospital . . . . . 611
Whitechapel Nursing . . . 804


### *Miscellaneous*


Construction Site . . . . . 114
Demolition Site . . . . . 220
Docks . . . . . 410
Dunham's Brickyard . . . . 513
Orne's Gangway . . . . . 722
R.R. Property . . . . . 138,242
Tower Building . . . . . 118
Town Dump . . . . . 1005
The Old Warehouses . . . 411


### *Mythos Tomes, etc.*


Al-Azif—Ye Booke . . . . 1001
Myth Patterns . . . 103, 208, 623
Azathoth & Others . 623, 1012
Bk. of Dzyan . . 302, 801, 1012
Book of Eibon . . . . . 623
Celeano Frag . . . . . 103,623
Cthaat Aquadingen . . . . 714
Cthulhu in the Necronomicon . . . . . 103,208,623
Cultes des Goules . . . . . 124,623,801,1001
Eli Davenport ms . . . . . 623
Eltdown Shards . 103, 623, 904
Gardner Farm Meteor . . . 623
G'harne Fragments . . . . 801
The Golden Bough . 623, 904
Goody Fowler's Grimoire 1009
Herbert West papers . . . 609
Hoadley Sermon . . . . . 623
Liber Ivonis . . 623, 904, 1001
Nameless Cults . . . . . 1012
Necronomicon . . . . . 623
Necronomicon (Dee) . . . 623
Of Evil Sorceries . . . . . 1001
People...Monolith . . 623, 1012
Pnakotic Manuscripts . . . 623
Ponape Scripture . . . . . 904
Revelations of Glaaki . . . 809
R'lyeh Text . . . . . 103
Sussex Manuscipt . . 103, 904
Thaumaturgical Prodigies . . . . . 208, 623, 715, 901, 1001
Unausprechlichen Kulten 623
Vermiis Mysteriis . . 1001, 1012
Whately Diary . . . . . 623
Witch-Cults in Europe 623,904
Zanthu Tablets . . . . 103,111
Zekerboni . . . . . 809


### *Newspapers*


Arkham Advertiser . . . . . 128
Arkham Gazette . . . . . 108
Miskatonic U. Crier . . . . 625


### *Private Homes*


H. Armitage . . . . . 808
L. Shrewsbury . . . . . 103
N. W. and W. Peaslee . . 606
A. N. Wilmarth . . . . . 815


### *Public Buildings*


Armory . . . . . 244
Courthouse . . . . . 210
Fire Department . . . . . 236
Police Station . . . . . 232
Post Office . . . . . 233
Public Library . . . . . 208
Public Schools . . . . . 105,305,407,508,603,719, 802,915
Public Schools Building . . 406
Town Hall . . . . . 221
Independence Square . . . 211


### *Schools, Exhibits*


Arkham Hist. Society . . . 901
East Public High School . . 508
Arthur Murray Dance . . . . 418
Daniel Shay Pub. School . 802
School of Pos. Thinking . . 717
Arkham High School . . . . 603
Halsey Public School . . . . 915
Hubbard Public School . . . 407
Jenkin Public School . . . 105
Eben S. Draper Pub. Sch. . 719
Martin Public School . . . 305
Miss Christian's School for Women . . . . . 117
New England School of Book-keeping . . . . . 710
Pickering House . . . . . 301


### *Services (Financial)*


Arkham First Bank . . . . . 214
Arkham Loan Agency . . . 112
Brokers, Gedney/Brown . . 118
Diamond Credit Agency . . 207
Federal Bond Agency . . . . 217
Jedediah Marsh & Assoc. . 110
Manton, Real Estate . . . . 118
Misk. Valley Savings Bank 231
Stieglitz & Son, Insurance . 118


### *Services (Personal)*


Arkham Printing . . . . . 507
Ace Alarms & Lock-Safes 415
College Barbershop . . . 704
Esso . . . . . 413
Keenan's Laundry . . . . . 709
May Ladies Beauty Salon 811
Melissa Thorne . . . . . 310
Miss Jenny's Beauty Par. . 432
Petrucci's Barbershop . . . 916
Phillips 66 . . . . . 235
Southside Bathhouse . . . 713
Uptown Laundry . . . . . 121
Worldwide Clip. Service . . 122


### *Shops, Stores*


Antiques (G. Tillinghast) . . 421
Art Gallery (ver Hoven) . . 414
Bakery (Taranowski N.) . . 116
Bakery (Taranowski S.) . . 446
Bicycles (Campus) . . . . 702
Books, New (Jaywil) . . . 434
Books, Rare (Tillinghast) . 124
Books, Used (Harden) . . 450
Camping (Stewart) . . . . 454
Candy (Marsh) . . . . . 436
Catalog Store (Sears) . . 458
Clocks (Malloy) . . . . . 423
Clothes, Men's (Pike, University Shop) . . . . . 430,435
Clothes, Used (Bargain House) . . . . . 453
Clothes, Women's (Hattie) . . . . . 428
Dept. Store (Gleason's) . . 457
Eyeglasses (Evans) . . . 422
Flowers (Almen) . . . . . 703
Furniture (Anderson) . . 417
General Store (Arkham) . . 502
Gift Shop (Arkham) . . . . 447
Goldsmith (E. Waite) . . . 427
Gun Shop (E. Parrington) 416
Hardware (B. F. Jones) . . 451
Jewelry (Lazlo Caselius) . 429
Locks (Caleb Markham) . 449
Market (Benson) . . . . . 452
Market (1st Nat. Grocery) . 243
Market (Kroger) . . . . . 437
Market (Northside) . . . . 228
Music (Manelli) . . . . . 420
Newsstands . . . . . 135,441
Notions (Woolworth) . . . 438
Pets (Cunningham) . . . . 419
Pharmacy (Bryant, Walgreen) . . . . . 445,701
Radios (Valencia) . . . . . 424
Shoes (U., Stewart) . . 433,211
Souvenirs (U. Shop) . . . . 435
Stamps & Coins (Hardwicke) . . . . . 120
Stationery (Gilman) . . . . 431
Tattoos (Pin Liou) . . . . . 238
Taxidermist (J. J. Abbott) . . 119
Telescopes (Walters) . . . 426
Theatrical Sup. (Markwil) . 443
Tobacco (Avery) . . . . . 425


### *Statistics (Individual)*


Allen, Beatrice . . . . . 303
Armitage, Dr. Henry . . . . 623
Armwright, Dr. Chester . . 609
Appley, Bartholemew IV . . 139
Babson, Eunice . . . . . 1012
Benito, Lou . . . . . 913
Dan the Bartender . . . . 104
Dunlap, Ed . . . . . 134
Derby, Edward . . . . . 1012
Elwood, Frank . . . . . 711
Freen, Larry . . . . . 104
Gaspard, Jason . . . . . 904
Gilman, Walter . . . . . 711
Golditz, Meyer . . . . . 412
Greg the Monster . . . . . 501
Harden, Lt. Luther . . . . 232
Harrigan, Lt. Mickey . . . . . 232
Harrington, Stanley . . . 1013
Hearne, Alex . . . . . 130
Heath, Kenneth . . . . . 204
Helcimer, Dante . . . . . 128
Henry, Roberta . . . . . 128
Jenkin, Brown . . . . . 711
Leery, Eddie . . . . . 412
Mason, Keziah . . . . . 711
Morgan, Francis . . . . . 615
Muggs, Five Tough . . . . 412
O'Bannion, Danny . . . . 412
Peabody, E. Lapham . . . 901
Peaslee, Wingate . . . . . 612
Peck, Willard . . . . . 108
Pin Liou . . . . . 238
Police Patrolman, Typical . 232
Police Sergeant, Typical . . 232
Potrello, Joe . . . . . 913
Sam the Doorman . . . . 104
Sargent, Abigail . . . . . 1012
Sargent, Moses . . . . . 1012
Shalad, Dr. Moamar . . . 614
Shear, Jonathan . . . . . 816
Shrewsbury, Dr. Laban . . 103
Sills, Bobby . . . . . 412
Street Punk, Typical . . 513,720
Stuckey, Lt. Ray . . . . . 232
Thorne, Melissa . . . . . 310
Threshold, Lurker at . . . 1001
Waite, Asenath . . . . . 1012
Wilmarth, Albert N. . . . . 615
Wilson, Hagan . . . . . 914


### *Transport, Communication*


Aircraft . . . . . 1013
Arkham *Advertiser* . . . . 128
Arkham *Gazette* . . . . . 108
Autos . . . . . 229
Buses north/south . . . . 127
Bus to Innsmouth . . . . . 203
Bicycles . . . . . 702
Boats/Canoes . . . . . 505
Horses . . . . . 511
Miskatonic U. *Crier* . . . . 625
Post/Office . . . . . 233
Taxis . . . . . 234
Telephones . . . . . 223
Trains . . . . . 132
Troleys . . . . . 224
Trucks . . . . . 412
Wagons . . . . . 308,512
Western Union . . . . . 132


### *Utilities*


Arkham Bell Telephone . . 223
Arkham Edison . . . . . 230
Arkham Fuel & Coal . . . . 113
Arkham Gas . . . . . 222
French Hill Trans. Station 723
Northside Trans. Station . 304
Southwest Trans. Station 602
Water Pump, & Tower . . 101


### *Weird Places*


Attic Prison . . . . . 303
Billington's Woods . . . . 1001
Blasted Heath . . . . . 1010
Carter Mansion . . . . . 1003
Chapman Farmhouse . . 1006
Clark's Corners . . . . . 1008
Crowninshield Manor . . 1012
Goody Fowler's Cottage 1009
Hangman's Hill . . . . . 402
The Unvisited Island . . . . 409
Kingsport Head . . . . . 1014
Meadow Hill . . . . . 1007
Snake's Den Cave . . . 1002
Unnamable House . . . . 403
Witch House . . . . . 711

# A Guide To Arkham

*Important, Exemplary, and curious Locations in the Town of Arkham and Environs, With Notes; Particular Inhabitants Are Described and Pictured, and Pertinent Statistics for them Supplied.*

Arkham has nine neighborhoods. Beginning north of the Miskatonic with the Northside, those neighborhoods in this guide are numbered 100-300, left to right across the town; south of the river, neighborhoods 400-900 are treated similarly. Each neighborhood has its own section in this guide.

Neighborhood maps are sub-divided into two or three map areas, often occurring on separate pages. This does not affect the consecutiveness of the printed entries.

Every town entry in the "Guide To Arkham" has been assigned a three-digit number: the first digit indicates in which of the nine neighborhoods the reference can be found. The succeeding digits are the index number for the particular building, business, residence, or location. Thus entry reference 202 is found in the Downtown area, neighborhood 2, as the second entry listed for that neighborhood. Entries are ordered not by consecutive street address, but by an arbitrary entry number.

After all town entries, a tenth section, Outskirts, numbered 1001-1015, discusses points of interest beyond the town.

No attempt has been made to populate the entire town. Though of absorbing interest to scholars, Arkham is on the whole an unexceptional small university town, rightly regarding itself as ordinary and as a cut above average. As a home or as a place to visit, Arkham must be able to grow and to change. No two campaign-Arkhams can or should be identical in details.

## Finding An Address

As recently adopted by the selectmen, Arkham possesses a systematic house-numbering system. Beginning at the intersection of Main and Garrison, blocks have been numbered in ascending 100s, in the four cardinal directions.

Larger blocks, such as College and Pickman Streets west of Garrison count as four blocks in the scheme.

Traveling as the house numbers ascend, even-numbered addresses occur to the right, and odd-numbered addresses to the left.

Thus Albert N. Wilmarth's house at 118 W Saltonstall Avenue is found on the north side of the street, facing south and near the corner of Garrison. Addresses followed by ½ (110½ Walnut, for example) may indicate separate second-floor apartments or offices.

Some streets, such as Walnut, which occur only in one quadrant of town do not bear the mostly-ubiquitous N/-S/E/W prefix.

Twists and turns sometimes throw the numbers awry, as will new structures or additions. Addresses located on courts or alleys can also make street numbers confusing.

Alleys, with the exception of Orne's Gangway, are not noted on the maps and are left to the keeper's discretion. Typically, alleys are numerous, twisting, badly-lighted or pitch-black, and uninviting.

# Northside

## Neighborhood 1

The ground in this part of town slopes up more or less steadily from the river until cresting along Derby Street.

Derby and Curwen Streets, particularly near the intersection of Brown and Jenkin, boast a number of large Georgian, Classical, and Victorian mansions. Most have large yards, often enclosed by stone walls and iron gates; estates along the north side of Derby may have extensive grounds.

South of Curwen Street begins a commercial and financial area containing many professional offices. Landmarks include the seven-story Tower Professional Building, the Boston & Maine rail station, and Arkham's two newspapers, the *Gazette* and the *Advertiser*.

Along High Lane, stretching north out of town, is a small industrial strip home to a few small factories, but in part abandoned.

## • 101 •
## Pump House & Water Tower

560 W Derby Street. This pumping station pulls water out of the Miskatonic, filters it (though it does not purify it), and pumps it to a high storage tower nearby. The gravity feed from the tower insures decent water pressure for the entire town. The pump house is manned at all times.

Over 60 feet high, the tower overlooks the town. Iron rungs are attached to one of the legs and lead up to a narrow catwalk that encircles the storage tank. From this vantage point the entire town of Arkham can be viewed. The tower also acts as an emergency reserve in case the pumps break down.

Public health officials declare that purer water is needed, and engineers emphasize that the town has outstripped its present supplies, and that a reserve of less than 100,000 gallons is dangerously insufficient. The proposed reservoir west of town would solve Arkham's water problems.

## • 102 •
## Potter's Field

945 N Garrison Street. The traditional resting place of indigents, transients, and those without friends or next of kin. Herbert West made use of Potter's Field when conducting his reanimation experiments. Ghouls inhabit the place.

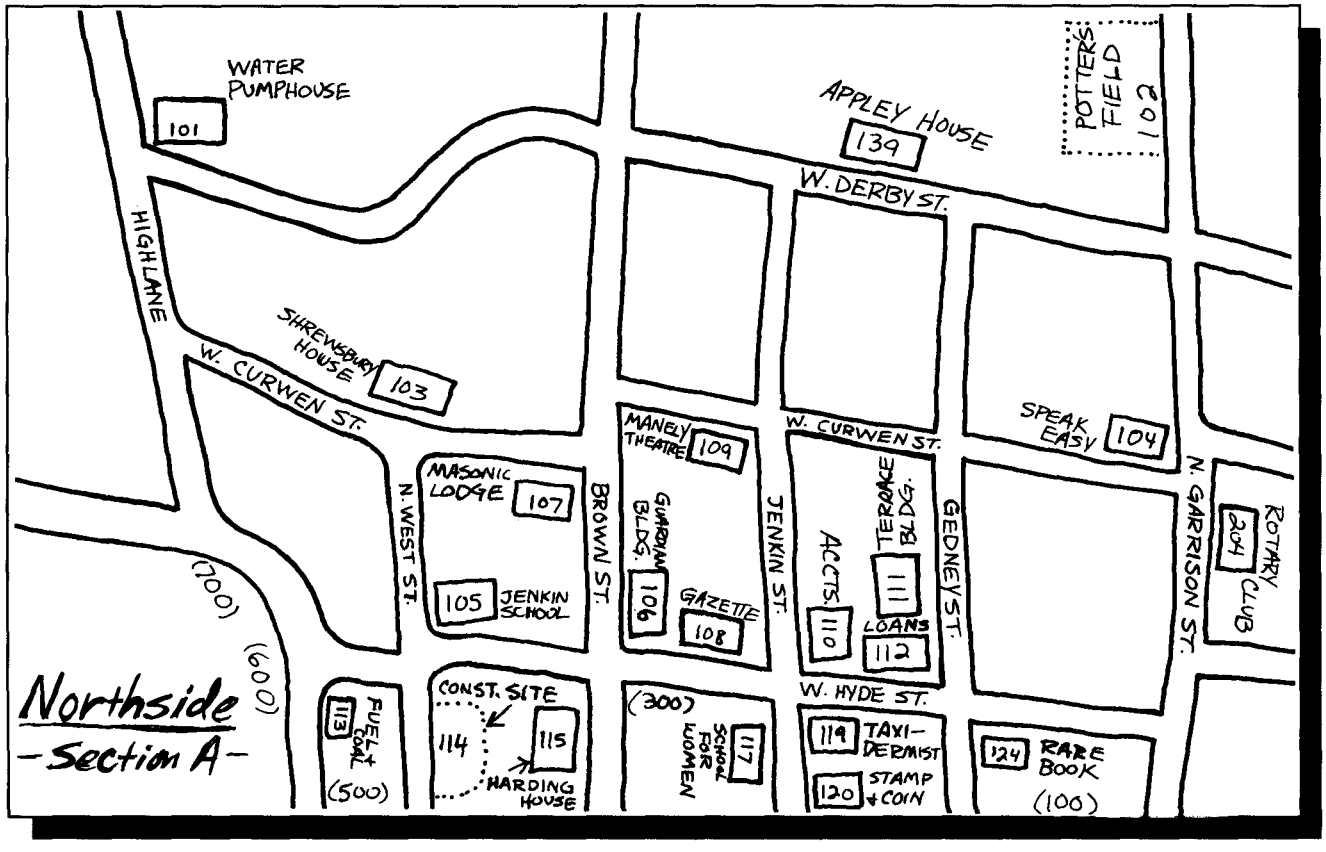
## • 103 •
## Laban Shrewsbury

*Laban Shrewsbury*

498 (formerly 493) W Curwen Street. Home of the noted anthropologist, Dr. Laban Shrewsbury, who disappeared in 1915. The house is kept locked and the taxes and insurance paid from Shrewsbury's estate by attorney E.E. Saltonstall, who also keeps the keys for the place.

Useful books and manuscripts exist in Shrewsbury's library: a second hand-written copy of the *Celaeno Fragments,* identical to the one deposited at the Miskatonic University Library, copies of the *Sussex Manuscript, Zanthu Tablets,* and the *Eltdown Shards* as well as copies of his own books, *Cthulhu in the Necronomicon* and *An Investigation into Myth Patterns of Latter-Day Primitives with Especial Reference to the R'lyeh Text* (see the Miskatonic University Library for details).

Stashed in a locked desk drawer is a full translation of the *R'lyeh Text,* transcribed in code. Those lacking experience in Cryptography cannot decipher it.



### Perceive Text, a new spell

Allows the caster to read writing in the dark, or to read when blind. The caster must know how to interpret the symbols to begin with; this spell does not teach languages. The writing appears plainly before the caster, the words seemingly graven in space. An ordinary hand motion turns the page or rolls out the scroll.

The spell requires 1 magic point per 6 hours or fraction thereof of reading, and for the caster to be touching the desired book or other unit of writing. To read a new book requires a new Perceive Text to be cast, and the spell may be recast until magic points are exhausted.

Learning Perceive Text costs 1 Sanity point. Use of this spell requires no Sanity points.

Although he disappeared in 1915, Shrewsbury is actually in Celaeno, studying the forbidden books and manuscripts contained in that gigantic library.

Shrewsbury is elderly, with bushy eyebrows and longish white hair. He has a firm, almost prognathous jaw and a Roman nose. He always wears opaque black glasses equipped with side shields. His eyeballs are gone and there is left only the blackened pits of the empty sockets. Seeing the empty sockets may, at the keeper's option, cost 0/1D3 pointsSAN.

He is expert in extinct, prehuman languages, and has some knowledge of explosives.

### Dr. Laban Shrewsbury

STR 13 CON 14 SIZ 13 INT 20 POW 21

DEX 12 APP 9 EDU 21 SAN 44 HP 14

**Damage Bonus** +104
**Weapons:** none.
**Spells:** Brew Space-Mead, Perceive Text*, Summon/Bind Byakhee.
**Skills:** Anthropology 85%, Archaeology 70%, Astronomy 34%, Bargain 65%, Botany 32%, Chemistry 15%, Cthulhu Mythos 32%, Debate 70%, Dodge 44%, English 75%, French 91%, Geology 21%, Hide 40%, History 43%, Latin 92%, Library Use 90%, Linguist 55%, Listen 95%, Make Maps 45%, Occult 80%, Oratory 45%, Pharmacy 35%, Psychology 55%, Spot Hidden 75%, Zoology 25%.

**• 104 •**

## The Speakeasy

721 N Garrison Street. This clandestine tavern is for respectable Arkham residents; laborers and other rowdy types are not admitted, and that (and its quasi-respectable business hours) explains in great part why the community tolerates it. The speakeasy pays a small stipend to the regular beat patrolmen, but the police know it exists; they tolerate it because it never causes them trouble.

Enter it down unmarked basement stairs. The doorman opens a window in the door and decides who can enter. Sam always admits strangers accompanied by a regular patron. Established regulars come and go as they please. Expect to spend 25-75 cents a drink, depending on quality, availability, and the presence of a band. Business hours are from noon to 9 P.M.; closed Sundays.

O'Bannion's Boston mob financiers own the place; local thugs can be found there regularly.

*Sam & Dan:* a large man named Sam takes care of the door, while Dan tends bar. Neither Sam nor Dan carry guns; the mob is expected to provide protection, though Dan keeps a weapon down behind the bar. Small jazz bands sometimes enliven Friday and Saturday nights. Whores are kept out; sleazy customers are told righteously to "go to Bolton—Arkham's for decent people."

### Sam the Doorman

STR 17 CON 18 SIZ 18 INT 12 POW 10

DEX 11 APP 10 EDU 9 SAN 45 HP 18

**Damage Bonus** +1D6
**Weapons:** Fist/punch 75%, damage 1D3+1D6
Head Butt 70%, damage 1D4+1D6
Kick 55%, damage 1D6+1D6
Grapple 95%, damage special
Small Club 90%, damage 1D6+1D6

### Dan the Bartender

STR 16 CON 17 SIZ 16 INT 13 POW 12

DEX 13 APP 14 EDU 11 SAN 55 HP 17

**Damage Bonus** +104
**Weapons:** Fist/Punch 60%, damage 1D3+1D4
Grapple 55%, damage special
Whisky Bottle 75%, damage 1D4+1D4 (possibility of impale)
Sawed-Off 12-Gauge 2-Barreled Shotgun 60%, damage 4D6/1D6/ 0 at 5- yards/5-10 yards/10+ yards.

***Larry Freen:*** Saint Looey Larry, as his chums call him, is about 35, a penny-ante cheat whose weapons are his nimble fingers.

He spends most of his time here, where he finds it easy to make 10-20 dollars a day playing the shell-game, three-card monte, and making a variety of small wagers. He is content to win unspectacular amounts, and he knows enough funny stories to make the losses painless. O'Bannion likes him because Freen knows so many anti-Italian jokes. Sometimes Freen employs a shill in his games, a possible job for an investigator.

Freen usually wears a nondescript gray suit and a gray fedora propped back on his forehead. He is tall, skinny, and is always smiling the same plastic grin and chewing the same big stick of gum.

### Larry (St. Looey) Freen

STR 13 CON 13 SIZ 11 INT 14 POW 14

DEX 17 APP 14 EDU 6 SAN 67 HP 12

**Damage Bonus** +0
**Weapons:** Fist/Punch 50%, damage 103
**Skills:** Credit Rating 16%, Dodge 50%, Fast Talk 60%, Oratory 20%, Pick Pocket 40%, Sleight of Hand 80%, Spot Hidden 45%, Spot Mark 70%.

## • 105 •
## Jenkin Public School.

488 W Hyde Street. Grades 1-8 meet here from the first Monday in September till the last Friday of May.

## • 106 •
## Guardian Apartments

622 Brown Street. Built in 1925, it's four stories tall. Three-room apartments rent for $60 per month and are spacious and comfortable. Maintenance is good. Each apartment has hot and cold running water, a bathtub, a kitchen sink, an icebox, and a four-burner gas stove with oven.

Professor Shalad of Miskatonic's Oriental Studies department resides here.

## • 107 •
## Masonic Lodge

679 Brown Street. A practical 'mystic society' for men only, more dedicated to rational thinking and professional contacts than airy dreams. Membership is $65 a year, by invitation only. A member may add a momentary 25 points to his Credit Rating when someone responds to the secret handshake. In Arkham, a professional or businessman has a 25% chance of being a Mason.

## • 108 •
## Arkham Gazette

350 W Hyde Street. Arkham's first newspaper, the *Gazette* was established in 1806 by Aaron Crane, its first editor and publisher. It began daily publication in 1894; before then it was a fat weekly. It is still owned by the Crane family; Michael Crane, 62 years old, is managing editor, though he does little more these days than read the mail and curse his rival publisher, Harvey Gedney.

The *Gazette* is published at 3 A.M. six mornings a week; Sunday papers are run Saturday afternoon at 2 P.M. and distributed that evening. Though it has happened five times since 1900, it takes a big event for a *Gazette* special edition.

Issues currently cost 4 cents, since it's a bigger paper than the *Advertiser*, publishing about 20% more text daily than its Arkham rival. Sunday issues cost 7 cents.

Of the two Arkham newspapers, the *Gazette* is the more conservative, featuring town and valley news to the virtual exclusion of international events. It is specially notable for its large number of county correspondents which report family visits and other crossroads events. It has never missed an edition in 122 years of publishing. Crane has been more protective of area businessmen, notables, and old families, and they have rewarded his concern with larger display ads and longer subscriptions.

Stored in the basement is a complete collection of *Gazettes*—at the keeper's option, a small portion might be missing. This collection is priceless, since no other exists. Beginning in the 1880s, issues were printed on acid-processed paper, and these later years have become more fragile. Access to these archives is grudging.

*Gazette* office hours are 8 A.M.-5 P.M., Monday-Friday, and 8 A.M.-noon on Saturday.

*Willard Peck*

***Willard Peck:*** the *Gazette's* chief reporter, 44 years old. Peck's family is of long standing in Arkham, and his connections are excellent. He preserves his contacts by wise discretion: he knows much more about Arkham than he would ever consider using in published stories. He is not a stooge for wrong-doers: he honestly respects the citizens of Arkham and will protect the least of them from scandal until his duty to the contrary becomes clear.

### Willard Peck, *Gazette* Reporter

STR 11 CON 12 SIZ 13 INT 14 POW 13

DEX 11 APP 14 EDU 14 SAN 60 HP 13

**Damage Bonus** +0

**Weapons:** none.

**Skills:** Bargain 65%, Cast Trout Fly 40%, Credit Rating 65%, Debate 55%, Drive Automobile 45%, English 75%, Fast Talk 15%, Library Use 45%, Oratory 65%, Photography 15%, Psychology 55%, Spot Hidden 65%, Wear Tweeds 47%.

## • 109 •
## Manley Theatre

670 Gedney Street. The Manley shows a few movies and a bit of vaudeville, but prides itself on being a legitimate stage. The Arkham Amateur Theatre players pay a major portion of the rent (the season begins rehearsals in February and lasts through August), as do Mrs. Turner's University Players (see entry 615), who schedule performances throughout the school year.

***Arkham Amateur Theatre Company:*** the company rehearses and performs in the Manley Theatre. Their last production was Eugene O'Neill's "Anna Christie", starring Elizabeth Peabody, youngest daughter of Arkham's mayor. Joseph Peabody.

Investigators inclined to strut the boards find it inexpensive to join(a $20 initiation fee and $10 annual dues). Hours can occasionally be long. Cast parties at the end of a production are reputedly wild.

After the first year of membership, providing the investigator has performed on stage and is undergoing no other training, he or she may add 1D6% each to Oratory and to Fast Talk skills. Further yearly increases can occur, but a

player must roll D100 equal to his or her investigator's present skill or higher to qualify for them.

Members who perform stage-crew work may choose to raise either Mechanical Repair or Electrical Repair once yearly, in the same manner as the Oratory or Fast Talk.

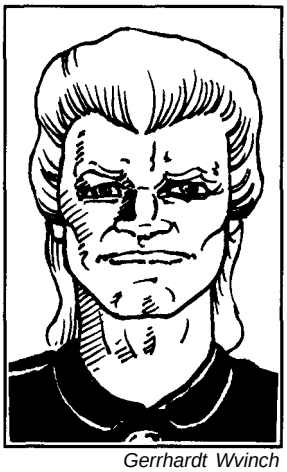
## • 110 •
## Jedediah Marsh & Associates

622 Jenkin Street. A highly reputable firm with both legal and accounting branches, specializing in New England genealogies, burials, cargo salvages, tax records, title searches, etc. They are especially familiar with the Miskatonic Valley, including Innsmouth, Aylesbury, and Newburyport, and are well-known in New England.

Their fees are reasonable, but they delay outside work in favor of their retainer clients. They undertake ordinary historical or legal researches for $5.00 hourly, with an 80% chance of successful completion.

## •111•
## Terrace Building

611 Gedney Street. This four-story building, only ten years old, offers rooms for $45 a month. It is a decent place to live, though not as well-fitted as the Guardian Apartments, for instance. Baths are shared. One tenant is a professional psychic and medium.



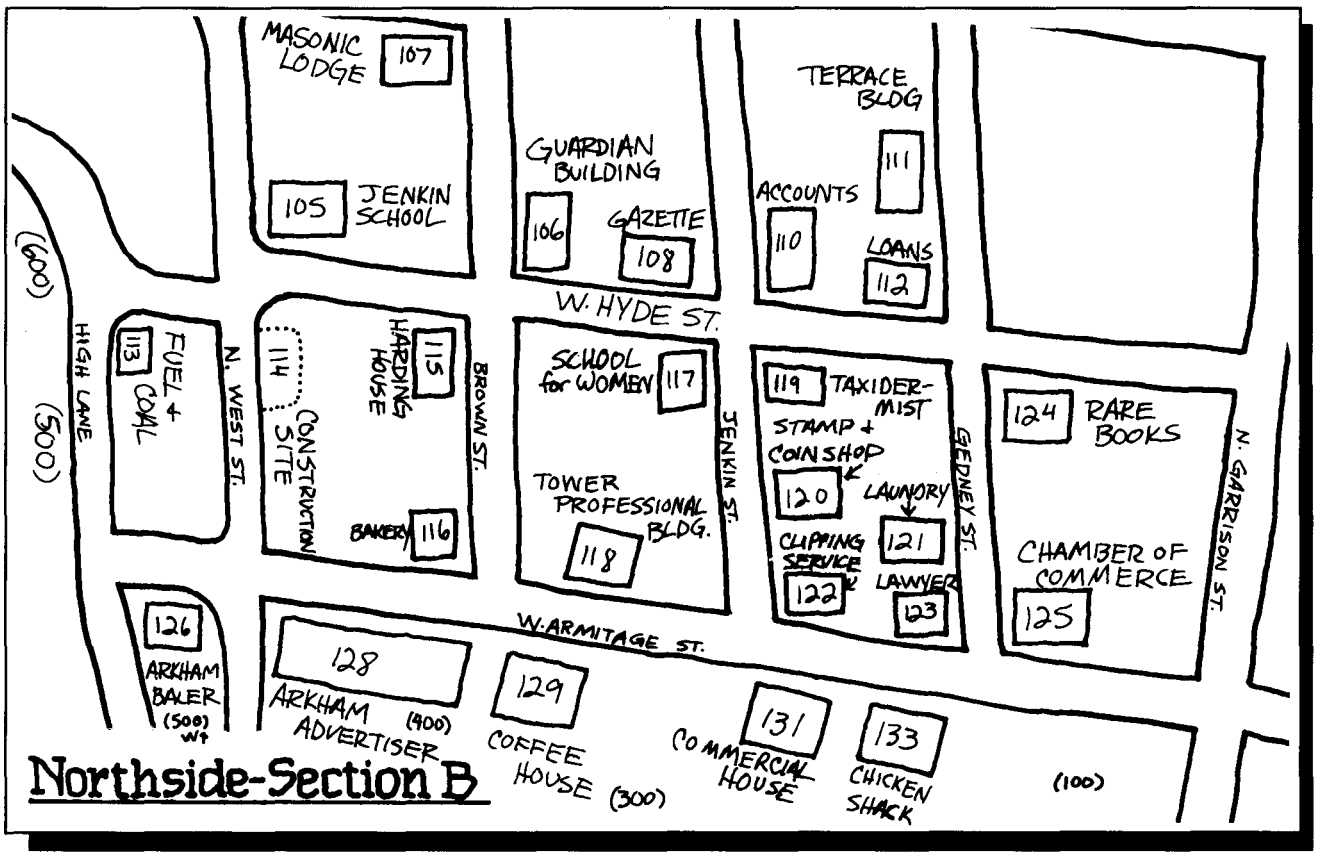
Gerrhardt Wvinch

***Gerrhardt Wvinch:*** a 33-year-old native of Germany, he is tall, strong, and wears his silver-blond hair long and brushed straight back, a matter for much comment by the neighbors. In Germany, Wvinch fell from a ladder and sustained a serious head wound. Recovering, he found he had gained a talent as a medium.

Provided with a personal item of the deceased, he is usually able to contact the spirit. If he fails in 1D3 sessions to make the contact, he is never able to. Sessions are always at least a week apart. Normal fee is $20 per session.

Wvinch's occult library is in some respects more inclusive than Miskatonic University's. It contains a copy of the *Zanthu Tablets.* Investigators friendly with Wvinch get the use of his library.

*Special skill:* Contact The Dead 75%.



## • 112 •
## Arkham Loan Agency

621 N Gedney Street. This tiny establishment specializes in higher-risk loans, or other sorts of loans which the local banks will not place. Accordingly, interest rates are higher. They are quick to repossess. Use the following base rates to figure the chance for a loan: auto 30%, personal 25%, commercial 25%, home mortgage 20%. By appointment only.

## • 113 •
## Arkham Fuel & Coal Co.

562 High Lane. Bulk coal and fuel oil delivered or you haul it away. Open 8 A.M.- 5 P.M., Monday-Friday.

## •114•
## Construction Site

570 N West Street. Bulldozers and steam shovels grind around this lot. At the perimeter of a large excavation, foundations are being poured for a new four-story apartment building. Builders optimistically tout a May opening, but most Arkhamites are betting they'll be lucky to be ready for the University's fall semester.

## • 115 •
## Harding House

561 Brown Street. A middle-priced boarding house run by William and Grace Harding. Open respectable hours. Rooms go for $75 a month but the landlords are notoriously crabby and rule-bound. The nearby construction site is currently noisy.

***George Lillibridge:*** this boarder is 28 years old and a top-notch surveyor. Acquainted with early New England land records and surveys, he can decipher ancient land plots, and approximate the locations of vanished structures, graveyards, and roads. He will soon be quite busy with a contract from the state of Massachusetts. He has been abruptly hired to lead the survey for the proposed reservoir west of Arkham. The former surveyor, a reputable Bostonian, quit the assignment after a visit to the area known locally as the Blasted Heath. Lillibridge has not yet begun work there.

*Special Skills:* Locate Land Records 85%, Locate Forgotten Site 90%.

## • 116 •
## Taranowski's Bakery

511 Brown Street. The best in town. Taranowski opened this first shop on the north side five years ago, shortly after coming to Arkham. He soon opened a second shop near campus. Delicious. Open 4:30 A.M. to 3 P.M., Monday-Saturday; closed Thursday.

## • 117 •
## Miss Christian's School for Modern Women

577 Jenkin Street. Teaches elocution to women only, and in effect functions as a feminist assertiveness school. Initial classes costs a mere $12 and last three hours a week for four weeks, after which the investigator may add 1D2 points to Oratory, Debate or to Fast Talk, to a maximum of 50% in the skill. This course is not repeatable.

Six-month-long classes at $125 each raise the student's choice of Oratory or Debate by 1D6 points, to a maximum of 50% per skill. Oratory classes available Tuesday evenings, 6:30 P.M. to 9:00 P.M.; Debate classes are available Thursday evenings, during the same hours.

## •118•
## Tower Professional Building

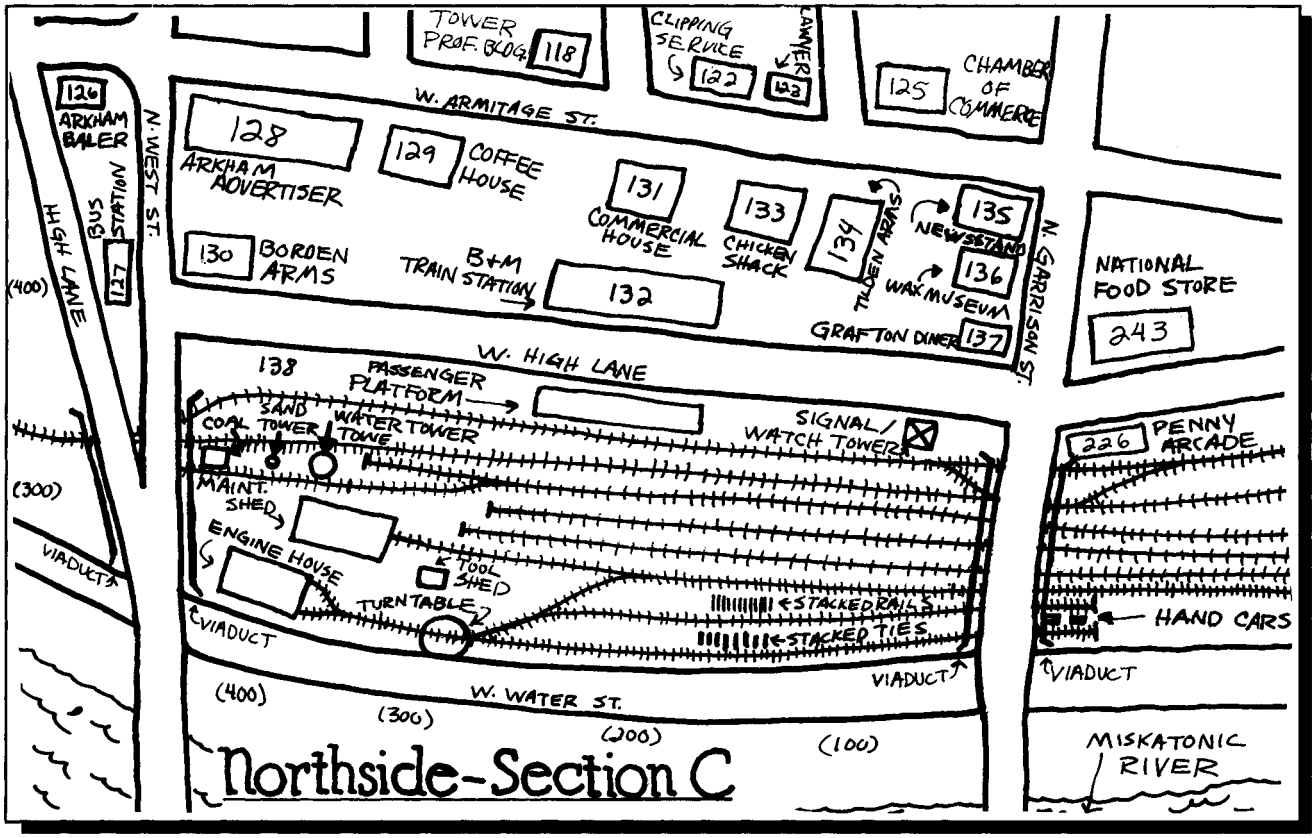
350 W Armitage Street. This seven-story office building is one of the tallest structures in town. It has two six-person elevators, front and back stairs, and two fire escapes. It houses a number of different professional offices. A watchman, 67-year-old Sawyer Lyman, patrols it at night. There are four suites per floor; 1D4+3 suites in the building are unoccupied.

***Dr. Ephraim Sprague, Suite 1A:*** this Arkham-born physician is 42 and owns a moderately successful practice. For the last two years he has also been Essex County's medical examiner for Arkham, taking up such responsibilities when the County Coroner is unavailable. As one might guess, 1928 proves to be a banner year for this part of his income. Dr. Sprague purchased his practice from the estate of an aging M.D. who died mysteriously during a late-night autopsy.

***Dr. G.R. Feldman, Dentist, Suite 1B:*** besides performing fillings and extractions, he is a competent oral surgeon who does emergency reconstructive work without needing to refer to a Boston specialist. He uses the controversial-to-some gas anesthetics, always in the company of a nurse, and keeps ample supplies of nitrous oxide in his storeroom.

***Gedney & Brown, Brokers, Suite 2A:*** scions of these two long-time Arkham families have operated this brokerage for 12 years. The market has been strong for most of the decade, and business is profitable. They've reinvested most of the profits in the Market, unfortunately: when the Crash comes next year, the brokerage is wiped out, and James Gedney, 38, commits suicide the next day by jumping from the Tower Professional Building roof. Gordon Brown keeps his nerve and later holds an important command in wwII.

***Manton & Manton, Real Estate, Suite 2B:*** buying and selling property in rural New England can be a slow business. The University generates some activity, but much of the Manton income derives from work done as property




managers and factotums. Their most recent sale was of Crowninshield Manor to Edward Derby and his bride, the former Asenath Waite.

***Stieglitz & Son, Suite 3A:*** Elliot Stigleitz, 48, and his son Michael, 23, will be happy to sell you life, home, auto, and commercial property insurance. They do not underwrite business ventures, freight shipments, or sea voyages.

***Edwin Cassidy, Attorney-At-Law, Suite 4A:*** he is 28, a bright young Harvard graduate who has inherited a second-uncle's declining practice and will attempt to improve it for the next few years despite the indifference and downright hostility of his straight-necked New England neighbors. He and crotchety Judge Keezar Randall of the municipal court do not get along; add 10 percentiles to the chance for failure if he deals with Judge Randall.

*Special skills:* Debate 65%, Law 60%, Oratory 68%.

***Dr. Allen Turner, M.D., Suite 5A:*** Now 59 years old, and semi-retired, Dr. Turner has taken an interest in psychoanalysis, a fashionable treatment for neurotic disorders, and has quietly begun an experimental practice in it—'quietly' because few Arkhamites believe that anything having to do sexual fantasy, identity, or perception can be much above gutter talk. He depends entirely for patients upon references from a handful of Boston-area physicians.

*Special Skill:* Psychoanalysis 35%.

## • 119 •
## J. J. Abbott, Taxidermist

588 Jenkin Street. Out of the corners of his eyes, around his wire-rim glasses, the mild-mannered Abbott surreptitiously examines his clients, imagining them stripped and armatured to pedestals. Abbott enjoys his work, whatever he mounts.

*Special skills:* Skin 84%, Sew 87%, Stuff 78%.

## • 120 •
## Hardwicke's Stamps & Coins

562 Jenkin Street. Mr. Hardwicke is expert in North American coins and stamps, and a sound historian of New England to boot. He deals his rarities mostly by mail. He's always eager to buy collections. He belongs to the Arkham Historical Society.

*Special Skills:* Appraise North American Stamp/Coin 85%, New England History 70%.

## •121•
## Uptown Laundry

565 Gedney Street. The shop has laundry and dry-cleaning services; pants can be pressed while you wait; shirts always return heavily starched.

## • 122 •
## Worldwide Clipping Service

520 Jenkin Street. Located between the *Advertiser* and the *Gazette,* for $1.50 a week Worldwide keeps an eye on the two local papers and selected papers from Boston and New York, clipping items concerning a specified interest. For $4 a week and up, they'll make national and international searches. Each specified topic requires separate payment.

## • 123 •
## E.E. Saltonstall & Associates

511 Gedney Street. This venerable lawyer occupies the Saltonstall ancestral home on W Saltonstall Street; he wears high stiff collars and black suits, as befits a man of substance. He has exceptional influence with Judge Randall: as Saltonstall wishes, add or subtract 20 percentiles from any D100 roll concerning Saltonstall and Randall's court. Saltonstall accepts as clients only the most respectable, and turns down any man he feels is a cad, no matter what the fee.

*Special skill* (Saltonstall Sr.): Law 88%.

## • 124 •
## Rare Books and Maps

588 Gedney Street. This shop is too expensive for most locals. Like Hardwicke's stamp and coin business, the majority of Edwin Tillinghast's trade is done by mail. Valuable books and maps are not on display. Students rarely frequent this place, though people like Stuart Portman and Edward Derby do. Original editions of Mather's works, and holographs by Washington, Jefferson, Hamilton, and others are among the many gems of Tillinghast's collection. He is strong in 15th-16th century Dutch, Portuguese, Spanish, French, and English charts, and in Colonial-era coastal sailing guides.

Those who express an interest in esoterica are offered a splendid edition of *Cultes des Goules* for a mere $750.

Tillinghast belongs to the Arkham Historical Society and has a lively interest in New England and Western European history.

*Special skills:* Appraise Books 85%, Arkham History 70%, Library Use 65%.

## • 125 •
## Arkham Chamber of Commerce

520 Gedney Street. This business organization is dedicated to the protection and growth of town business, trade, and finance. Membership costs $50 a year, and the member must be a property-owner. Membership increases Credit Rating by 1D6 points and has no real requirements, except that the member runs a 10% risk each month of serving on a charity or special-project committee.

Election to the Chamber's governing board requires a minimum Credit Rating of 50, and a commitment of 16 hours to the Board each month. Membership on the board increases Credit Rating by 1D10+6 after three months of successful service.

The governing board is presently split over whether to invite new industry to Arkham, or to be content as a center for the University and the surrounding countryside.

## • 126 •
## Arkham Baler Company

523 W Armitage Street. Founded in 1872, Arkham Baler presently flounders near bankruptcy. The company boomed during the World War. They now employ 12 people, mostly manufacturing and shipping replacement parts. The majority of the plant has already been sold. The company disappears in 1930.

## • 127 •
## Arkham Bus Line

411 N West Street. Compared to the train, the ride is slower, bumpier, and, in the winter or rainy months, occasionally hazardous, but the bus can stop almost anywhere.

***Salem/Boston:*** Monday through Saturday, holidays excepted. The fare to Boston is $1.45, to Salem 35 cents. The coach leaves Arkham at 7:15 and 9:30 A.M., and 12:30,4:30, and 7:30 P.M., respectively. The bus arrives in Salem 15 minutes later, stops for five minutes, then continues on to Boston. It arrives in Boston at 8:30 and 10:45 A.M., and 1:45,5:45, and 8:45 P.M. From Boston, daily departures for Salem and Arkham occur at 9:00 and 11:15 A.M., and at 2:15, 6:15, and 9:15 P.M.

***Kingsport:*** Monday through Saturday, except holidays. Fare is 25 cents one-way. It departs Arkham at 9:15 A.M. and 12:15, 3:15 and 7:15 P.M., respectively. The trip takes 20 minutes. Departures from Kingsport occur at 9:55 A.M., and at 12:55, 3:55 and 7:55 P.M., respectively.

***Dean's Corners/Aylesbury:*** Monday, Wednesday, and Friday only; no holiday schedules. Dean's Corners costs $3.50 and Aylesbury $3.75. Departs Arkham at 10:30 A.M., arriving in Dean's Corners at 1:15 P.M. After a five-minute stopover, it arrives in Aylesbury at 1:45 P.M. The return trip to Arkham begins at 2:00 P.M., reaches Dean's Corners at 2:30 P.M., and returns to Arkham at 5:15 P.M.

***Ipswich/Newburyport:*** Monday-Friday, except holidays. Buses leave Arkham at 10:00 A.M. and 2:00 P.M. Ipswich costs 75 and Newburyport 95 cents. Buses arrive in Ipswich at 10:15 A.M. and 2:15 P.M., wait 15 minutes, and then arrive in Newburyport 11:25 A.M. and 3:25 P.M., respectively. Return trips to Arkham depart Newburyport at 12 noon and 4:00 P.M., stopping at Ipswich at 12:55 and 4:55 P.M., and

reach Arkham at 1:25 and 5:25 P.M. This is the company's newest line, established only last month.

Roberta Henry

## • 128 •
## Arkham Advertiser

389 W Armitage Street. The Arkham *Bulletin,* the forerunner of the *Advertiser,* first published in 1821. In 1828, the paper changed hands and was renamed *The Miskatonic Valley Gleaner.* The *Gleaner* appeared for four years, then was sold, reappearing as the Arkham *Advertiser.*

The *Advertiser* is the more aggressive of the two Arkham papers, even printing extras and what Gedney calls "five-PMs" for Arkham, when news dictates. The *Advertiser* tends to print more features (especially about technical and scientific wonders, which Gedney favors), comics, and ethnically-slanted international news than does the *Gazette.*

Regular office hours are 8 A.M. to 6 P.M., Monday-Friday. Someone is usually in the office or the pressroom, even at midnight, but everything closes tight from 10 P.M. Saturday to 8 P.M. Sunday. The regular morning edition runs off at 3 A.M. If news warrants, revised editions—extras—run at 8 A.M., or 11:30 A.M., or 4:30 P.M. These later editions are in small quantity, for local street-sale distribution only. A story is rarely big enough to warrant four editions in one day. Only one edition each appears Saturday and Sunday. The Sunday edition is run and distributed Saturday night. Daily editions cost 3 cents; the Sunday paper costs 7 cents. Special editions are printed for the Fourth of July, Armistice Day, Thanksgiving, Christmas, and Easter, with as many display ads as Gedney can sell to local businesses.

The publisher and managing editor is 42-year-old Harvey Gedney, whose family has owned the paper since 1832. He employs two full-time reporter/editors, a secretary, a linotypist, a caseman, two pressmen, a circulation manager, an advertising manager, and part-time help and correspondents as needed.

Along two walls behind the secretary's desk is a near-complete bound collection of the *Advertiser* since it began publication. Richard Gedney, who first bought the paper, foolishly discarded the *Bulletin* and *Gleaner* years. Some issues can be located at the University's library. Few people are interested in old newspapers, and the staff is always flattered when anyone wants to take a look. Though they would be justifiably furious if someone mutilated a back issue, no one thinks the collection of much value.

***Roberta Henry:*** though Gedney has a stable of stringers in the Miskatonic Valley, reporter Roberta Henry, just 23 years old, is one of only two full-time reporter/editors on staff. She has worked there for two years. Gedney likes her assertive style and the way she charms nearly everyone, but to her frustration insists on rewriting her stories which may step on too many toes. With his backing, though, she's presently gathering information on bootlegging operations in and around Arkham. The stories hint of police corruption.

### Roberta Henry, *Advertiser* Reporter

STR 10 CON 14 SIZ 10 INT 15 POW 15
DEX 15 APP 15 EDU 13 SAN 61 HP 12

**Damage Bonus** +0
**Weapons:** none.
**Skills:** Bargain 35%, Climb 55%, Credit Rating 25%, Debate 60%, Dodge 45%, Dress Appropriately 55%, Drive Automobile 60%, Fast Talk 60%, Flatter Dowager 75%, Flirt 70%, Library Use 35%, Listen 40%, Photography 15%, Psychology 25%, Spot Hidden 45%, Type 25%.

## • 129 •
## The Desolate Highway Cafe

387 W Armitage Street. University intellectuals, emigres, the smart set, and bohemians with money like the tasty French country-style cooking. The owners, Reid Vandervelden and his partner Josh, occasionally sponsor exhibits or readings, but the attraction here is conversation, posturing, and flirting. Criminals will be bored.

Years ago Edward Derby often read his poetry to acquaintances here, and Derby's friend Justin Geoffrey once delivered *People of the Monolith* to a table of listeners following his return from Hungary, shortly before he went mad.

There is a chess board available, though none but immigrants play the game. The wide selection of current newspapers is of more interest. A few frequenters have access to opium or marijuana. Customers known to the management can have wine served surreptitiously with their meals. Open 11:30 A.M. to 1:30 P.M., and from 4:30 to 9:30 P.M., Tuesday-Saturday.

## • 130 •
## Borden Arms

488 W High Lane. A cheap hotel for transients, failures, and worse: rooms are 90 cents a night, and the operators and clientele alike are often no better than they ought to be.

***Alex Hearne:*** a street thug, he hangs out in back alleys waiting for someone to walk by, then he strikes, leaping out of his hiding place and knocking out and robbing his victim. He currently skulks in poor parts of town where the police patrol less frequently.

He hasn't killed anybody yet, but he might. Alex's methods are none too subtle; he may be caught soon by the Arkham police.

### Alex Hearne, Age 24

STR 15 CON 15 SIZ 16 INT 9 POW 9

DEX 12 APP 8 EDU 7 SAN 37 HP 16

**Damage Bonus** +104
**Weapons:** Fist/Punch 65%, damage 1D3+1D4
Prybar 60%, 1D8+1D4
Knife 65%, 1D4+2+1D4
**Skills:** Camouflage 30%, Dodge 35%, Fast Talk 25%, Hide 40%, Jump 30%, Psychology 10%, Sneak 55%, Swim 35%, Throw 40%, Track 15%.

## • 131 •
## Commercial House

297 W Armitage Street. Once a tavern popular with students and residents, the present owner has turned it into a dance hall with live jazz bands. As often as possible, the club books the East-town Five, a black band, or settles for the Arkham Swingtime Band, a student band from the University. If you don't like to dance, don't come. Admission is $1.50 per couple, refreshments extra. As recently ruled by the police, single men and women are not admitted; frequently they meet outside and form temporary couples to evade the restriction. Open Friday-Saturday only, 7 P.M. to midnight, when the police make sure they close.

It's a rare Saturday night at the Commercial House that police don't arrest someone for disorderly conduct, throwing rocks, mopery, or worse.

## • 132 •
## B&M Train Station

298 W High Lane. Passenger trains from Newburyport and points north arrive at 9:00 A.M., noon, and 5 P.M. for Boston, departing ten minutes after the hour. Trains from Boston and points south arrive at 7:30 and 11:30 A.M., and 5:40 P.M. for the north, departing ten minutes later. Fare for Boston is $2.20, and for Newburyport $1.40. Freight trains are frequent.

***Western Union Office:*** for a fraction of the cost of a long-distance telephone call, Western Union can get a telegram to almost anywhere in a matter of hours. Incoming telegrams are delivered by young bicycle messengers, the best of whom is 14-year-old Bobby Ashbourne, who knows every shortcut and every dead-end.

## • 133 •
## Aunt Lucy's

237 W Armitage Street. Stools line the long, curving counter of the diner where fried chicken or boiled beef, gravy, limp green beans, and mounds of mashed potatoes are slopped onto heavy white crockery. It's the fast-food of the epoch. Tables line one wall, but there is service only at the counter. Lunch without pie costs 35 cents. Open 5 A.M. to 6 P.M., Monday-Friday.

## • 134 •
## Tilden Arms Hotel

179 W Armitage Street. A decent hotel charging $2.25 a night and up for room and bath, handy to the train station. It is four stories high. To conserve heat in the winter and preserve order in the summer, the manager has locked all the fire escapes. Oops.

***Ed Dunlap:*** in his early thirties, six feet tall, sandy-haired and healthy-looking, Dunlap claims to be a vacuum cleaner salesman from Philadelphia. In truth, Dunlap is an agent of the Mi-Go and has come to Arkham to keep an eye on Prof. Albert Wilmarth of the University.

Dunlap's luggage holds not vacuum cleaner samples but some of the equipment used in removing and storing living human brains.

Dunlap parks his Studebaker sedan behind the hotel. In the afternoon he sometimes drives north out of town, not returning until well after sunset. He may be meeting Mi-Go on these jaunts. He also wishes to consult the University's copy of the *Necronomicon* and other rare volumes. At the library he poses as a visiting scholar, Adrian Hennepeck, to gain Armitage's permission to consult the books. The Fungi wish to learn how much Wilmarth and Armitage have learned about the Mythos, but do not want to tip off the scholars.

### Ed Dunlap, Evil Agent for Interstellar Aliens

STR 13 CON 14 SIZ 12 INT 17 POW 15

DEX 14 APP 13 EDU 20 SAN 0 HP 13

**Damage Bonus** +1D4
**Weapons:** Fist/Punch 60%, damage 1D3+1D4
Kick 65%, damage 1D6+1D4
Fighting Knife 75%, damage 1D4+2+1D4
.38 Revolver (shoulder holster) 65%, damage 1D10
**Skills:** Arabic 55%, Bargain 40%, Cthulhu Mythos 42%, Drive Automobile 50%, Electrical Repair 85%, Fast Talk 95%, Greek 58%, Latin 65%, Library Use 75%, Occult 35%, Psychology 45%, Spot Hidden 50%.

## • 135 •
## Newsstand

SW corner, Armitage and Garrison. Though it's a legitimate newsstand, with papers, magazines, candy, and tobacco, Ernie Trout also peddles underworld information to shady types and the police, and under-the-counter publications of "the kind men like" to more respectable customers.

## • 136 •
## Sander's Wax Museum

443 N Garrison Street. It contains all the standard scenes and figures, Caesar and Cleopatra to Lucky Lindy. It sports as well a small chamber of horrors—a guillotining, an iron maiden with piteous occupant, a witch in flames, as well as ten edifying Biblical brutalities.

The exhibits are poorly lit, but impressively life-like and detailed. The museum is regularly open on Saturday and holidays, 1-5 P.M., and for the entire month of August, when Boston folk encamp up and down the valley and cast about for something—anything—to do. Admission is 10 cents.

Pete Sander is more hobbyist than businessman, and earns most of his money as a portrait photographer and sign-painter. At the keeper's option, Sander may have surprising techniques for modeling his figures.

### • 137 •
## Grafton Diner

106 W High Lane. Adjacent to the train station, this place does a good business with its 35 cent lunch. Having tried the food, though, local customers tend to go to Lucy's. The Grafton opens at 5 A.M., closes at 7 P.M., seven days a week (except holidays).

The Grafton is the only eating place in town open Sundays. It mostly serves transients or those without facilities to cook. Sunday mornings can be crowded.

### • 138 •
## Railroad Properties

The area astride the tracks and along the river is crowded with sidings, small warehouses, storage sheds, an old water tower, and sided freight cars. Hoboes occasionally put up for a night in the yard, daring railroad guards who are notoriously violent.

### • 139 •
## Bartholomew Appley IV

Appley, 36, lives in a fancy house on Saltonstall Street, where he throws huge parties every Saturday night. When he is dry—a rare event—he complains of a hangover and prepares for another binge.

Those who attend his parties eat the best food and drink the best Canadian whiskeys, and always show up for more. Police and neighbors shake their heads but don't intervene, since Appley so far has taken care of himself.

Annoyingly, he habitually hops in a car whenever he notices one with the keys left in, and drives it off with enthusiasm. (His neighbors all now know to take out their keys and lock their car doors.) When he's done with a borrowed car, he turns it off and wanders away, blocks from his home or perhaps miles from town. His chums now call him Mr. Toad, after the character in *The Wind and the Willows.*

Appley did not always drink. His problem started four years ago, after his father died. He was paying his respects at the family crypt when he heard strange scrabbling noises from inside. He stepped inside and found a pack of ghouls fighting over his father's remains. A weak man, he ran home and drank to forget.

### Bartholomew Appley, Dilettante

STR 13 CON 9 SIZ 13 INT 15 POW 9

DEX 7 APP 12 EDU 18 SAN 14 HP 11

**Damage Bonus:** +1D4

**Weapons:** none

**Skills:** Anthropology 30%, Credit Rating 40%, Cthulhu Mythos 3%, Drive Automobile 5%, Fall Down Without Damage 80%, History 60%, Library Use 50%, Sing 3%, Speak Latin 20%.

**KEEPER ENTRIES** . . . . . .

# Downtown
## Neighborhood 2

Downtown is hillier than the Northside. Although the ground rises steadily north from the river, there are dips and ridges as it climbs. The town square is the most level part of Downtown.

North of Curwen Street this thickly-built neighborhood is mostly residential, and mostly lower class. The houses bordering The Common (the town square) on the north and east sides are stately mansions, but the homes behind them, topped with gables and gambrel roofs and built around 1820, are commoner and more crowded together. Arkham Sanitarium was originally a huge Georgian double home built by the Pickering brothers, Paul and Thomas Jr., in 1822.

Most of Arkham's civic services are located on the west and south sides of the Common (Independence Square as it is formally known). They include town hall, the courthouse, the police station, and the fire hall. Most of these buildings were constructed in the mid-18th century in a classical style with large pillars and pediments; some have wings added later. Town hall is a four-story building of late Georgian/Federalist Revival design. Professionals, particularly lawyers and bailbondsmen, are found here, as are Arkham's two major banks.

The Common is surrounded on its other sides by large and impressive Federalist homes built in the early 19th century. Many have been divided into apartments or boarding houses.

A small area along Garrison Street features good restaurants and a variety of family entertainment. This area may be busy on weekend evenings, unusual in Arkham.

Peabody Avenue, Fish Street, and Federal Street are lined with small shops and industries, constituting one of Arkham's dirtier, smellier areas. A few local markets and diners also appear there. Several abandoned mills decay at the water's edge.

## • 201 •
## Arkham Sanitarium

225 E Derby Street. This institution, supported partly by Commonwealth funds, is at the edge of town. For paying patients, who supply the great majority of the sanitarium's trade, the cure chance is 45% per year. Indigents, while receiving adequate care, get little therapy; the yearly chance of a pauper for a cure is 20%. Normal in-patient treatment costs $110 a month. With 50 beds, Arkham Sanitarium is the largest such institution between Boston and Portland, Maine.

Dr. Eric Hardstrom, a hard-working if uninspired man, heads the facility, and shares duties with two other physicians. A staff of 12 nurses and orderlies, a groundskeeper, and a maintenance man work under them. There are also small pathological and clinical laboratories. A number of the county's doctors have staff status at the sanitarium.

The Arkham Sanitarium employs modern psychiatric treatments. Though the grounds are fenced and the sanitarium windows barred, restraints and strait-jackets are rarely used. Sleep-producing and -alleviating drugs, dietetics, physical culture, hydrotherapy, and electric shock are often prescribed.

Among the indigents housed in the basement ward is one as yet unidentified. The young man was found wandering the streets of Kingsport around Christmas of 1922 (see the Lovecraft story, "The Festival") in an amnesiac state. Various treatments were attempted. The University library's valuable copy of the *Necronomicon* was even borrowed when the patient referred to this book in his ravings. Alas, allowing him to peruse the terrible volume did nothing to restore his mind or memory.

## • 202 •
## Fleetwood Diner

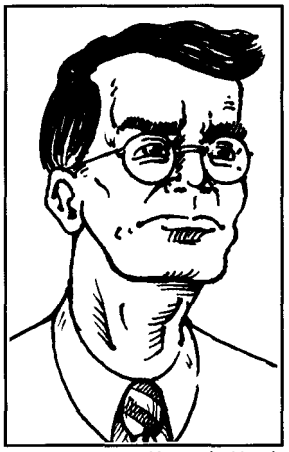
715 Dyer Street. A workingman's diner with seven counter stools and six wooden booths. Breakfasts are notable, and men may be lined up for theirs. Open 4 A.M. to 2 P.M., Monday-Saturday.

## • 203 •
## Innsmouth Bus

705 Dyer Street. There's no waiting room or office, just an ancient sign. The dirty gray bus travels between Arkham, Innsmouth, and Newburyport. The fare from Arkham to Innsmouth is 40 cents, departing at 8 A.M. and 9 P.M, and leaving Innsmouth for Arkham at 7 A.M. and 8 P.M. The trip takes half an hour.

The fare between Innsmouth and Newburyport is 60 cents. From Innsmouth, the bus departs for Newburyport at 9 A.M. and 6 P.M., leaving Newburyport for Innsmouth at 10 A.M. and 7 P.M. The trip takes 35 minutes.

Joe Sargent drives the bus. Early loss of hair, smallish ears, partially-webbed fingers and wide, splayed feet mark Sargent as one with the whispered 'Innsmouth taint'.



*Kenneth Heath*

## • 204 •
## Kenneth Heath, Private Investigator

136 E Curwen Street. Heath is 34 years old, a veteran detective of the New York City police. He rents this storefront office along with the upstairs apartment.

Three years ago Heath, while halting a bank robbery, lost the four fingers of his left hand to a shotgun blast. He was subsequently pensioned by the force. He and his wife, Madeline, moved to Arkham, her hometown, where Heath opened this office.

Heath is unexpectedly slight of build and wears wire-framed glasses. Not at all the Sam Spade type, Heath is a scientific criminologist and an intellectual. He dodges spouse-watching jobs, if he can afford it, preferring to concentrate on more intriguing problems.

In particular, he has been working on one case since 1926. The body of a Miskatonic student was found floating in the river a few days after Halloween. The evidence seems to link it to a similar murder he investigated years ago in the Red Hook section of Brooklyn. In the Miskatonic case, the police were baffled and concluded that the student had drunkenly fallen into the river and drowned. The student's parents knew their son for a teetotaler, and did not accept this explanation. Heath so far has been able to link the young man to a local, very secretive cult, about which he has been able to learn little. He is patient, and the statute of limitations has years to go before it runs out.

Heath is familiar with the Lucky Clover bootlegging operation but, as no one else seems to care, Heath does not either. In fact, in a desk drawer he has a bottle of bonded whiskey which Bobby Sills just gave him.

Heath can be hired for $10 a day plus expenses. He owns his own car, a sporty Chevrolet roadster.

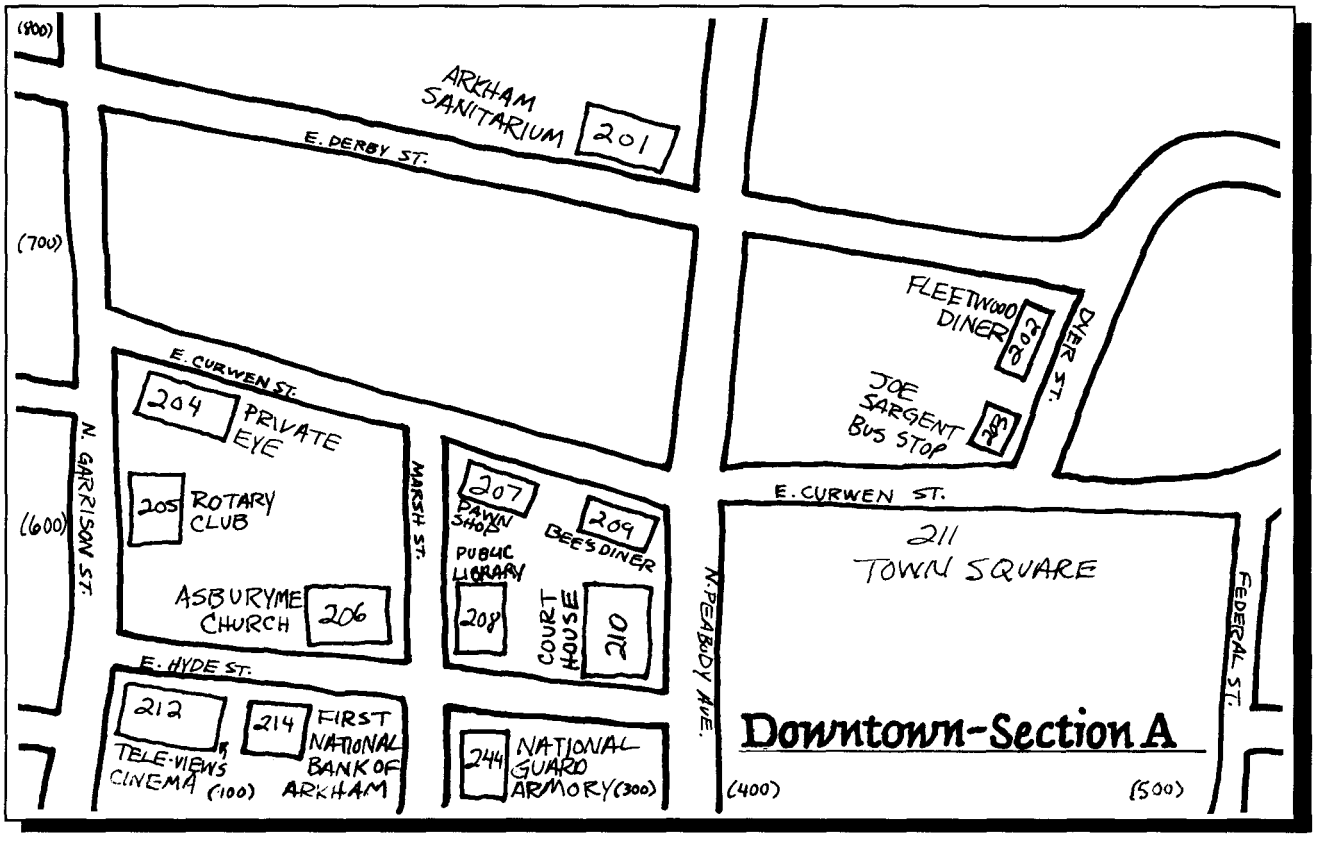
### Kenneth Heath, Private Eye

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| STR | 12 | CON | 13 | SIZ | 11 | INT | 17 | POW | 15 |
| DEX | 14 | APP | 14 | EDU | 14 | SAN | 68 | HP | 12 |

**Damage Bonus** +0

**Weapons:** Blackjack* 65%, damage special
.38 Revolver (shoulder holster) 75%, damage 1D10
**does only knock-out damage*

**Skills:** Accounting 20%, Ballistics 20%, Bargain 65%, Chess 40%, Climb 45%, Credit Rating 35%, Criminology 65%, Cthulhu




Mythos 5%, Debate 45%, Dodge 40%, Drive Automobile 45%, Fast Talk 40%, First Aid 35%, Forensic Medicine 15%, History 30%, Jump 40%, Law 25%, Library Use 35%, Linguist 20%, Listen 45%, Photography 30%, Police Methods 55%, Psychology 50%, Spot Hidden 55%, Stake-Out 65%.

### • 205 •
## Rotary Club

650 N Garrison Street. This service organization is devoted to good deeds for the community. It's a more active group than the Chamber of Commerce, and its members tend to be younger and to have less money. To join, a sponsor must be found. Membership is $20 a year, raising Credit Rating once by 1D6 points. Membership requires a commitment of 12 hours a month for meetings and service activity.

### • 206 •
## Asbury M.E. Church

640 Marsh Street. "M.E." means Methodist-Episcopal. Founded by 'Bishop' Asbury (along with hundreds of others around the same time) in 1789. The original wooden structure burned in 1815, replaced the following year by the present brick building. Archives therefore contain records only back until 1815.

Dr. Ezekiel Wallace, the pastor, has warned certain members of his congregation against joining any Innsmouth church.

*Special skill:* Innsmouth Lore 35%.

### • 207 •
## Diamond Credit Agency

682 Marsh Street. Three brass balls above the front door of this establishment establish its function. An item pawned to the shop must be claimed within 60 days, including a 20% profit to Diamond Credit. If unclaimed, it is put up for sale at three or more times the amount for which it was pawned. Handle Wade, owner and sole employee, sometimes fences items for thieves known to him.

### • 208 •
## Arkham Public Library

630 Marsh Street. Supported mostly by private donations, the Arkham Public Library was founded in 1845 by philanthropic citizens concerned for the betterment of the community. Hours are 11 A.M. to 7 P.M., Monday-Friday, and 10 A.M. to 2 P.M. Saturday. This good circulating library of 18,000 volumes is overshadowed by the massive collections of the University.

On its shelves are Shrewsbury's *Cthulhu in the Necronomicon* and *An Investigation into the Myth Patterns of Latter Day Primitives with Especial Reference to the R'lyeh Text* (see entry 623 for details). Misplaced behind other works is the Rev. Ward Phillips' *Thaumaturgical Prodigies in the New England Canaan*, findable with a successful Library Use roll.

A copy of Edward Derby's controversial *Azathoth and Others* is kept behind the librarian's desk. Although avail-

able on request, librarian Ellen Whitmarsh, 57 and a spinster, narrows her eyes at anyone who asks for that collection of poetry.

## • 209 •
## Bee's Diner

332 E Curwen Street. Gets lots of office workers at lunchtime. The establishment offers a superior maple ice during sugaring season, and excellent chowders the year round. Open 6 A.M. to 2 P.M., Monday-Friday.

## • 210 •
## Courthouse & Jail

666 N Peabody Avenue. This building, constructed of stone in 1910, contains two courtrooms (one the regular court of Municipal Judge Keezar Randall), court records since the early 19th century (earlier records are with the Arkham Historical Society), court offices, and the town jail.

All public records can be examined by any citizen from 8 A.M. to noon, and 1-5 P.M., Monday-Friday.

The municipal court handles an array of misdemeanors, civil actions, and minor felonies, but major felonies as well as civil actions involving more than $500 are bound over to Salem's county or circuit courts.

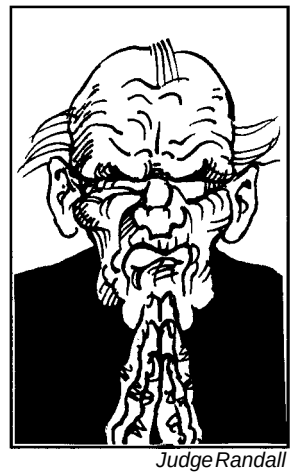
The Salem courts also adjudicate and record wills, name changes, adoptions, and annulments. Adoption records are sealed by the court and not allowed to be opened, even by the adoptee.

Investigators wishing court orders for exhumations, subpoenas for personal files, bank accounts, business records, or police files, or to get injunctions or relief must start with Judge Randall, who may or may not pass them along to a county or state court for final dispensation, and who may or may not be overruled by appeal. (Appealers are not popular with Judge Randall.)

Arrested investigators may appear before Judge Randall. He is white-haired, nearly 80, and he dispenses justice much as bachelors eat—as he sees fit. Major matters are bound over for trial in Salem, but Randall is supreme in smaller affairs, and makes most of his decisions intuitively. He favors housewives who haven't betrayed their traditional role, college students who are respectful and well-dressed, and anyone with an old Arkham family name. He hates long-haired intellectuals and short-haired flappers, and can be particularly insulting to immigrants and minorities. When he's in a bad mood, no one can placate him, though certain lawyers have a lot of influence with him, notably E.E. Saltonstall, Sr.

Depending on the charge, Randall can sentence up to 60 days and fine up to $500.

A man from Aylesbury, Attorney Lee E. Craig, represents the town's legal interests. Craig, 41, a Harvard man with roots in Tennessee, functions much like a district attorney, offering advice, handling the prosecution of small crimes, and defending Arkham against rare lawsuits. He and Randall have clashed repeatedly, and Craig—motivated by unusually strong ethics—is contemplating a formal complaint to the Bar. If upheld, Randall will retire. Investigators in tight legal situations may find Craig a valuable ally.



*Judge Randall*

Defense attorneys for the indigent or incapacitated are appointed from a rotating pool of the county's lawyers. Since the appointments are without fee, Randall has lately taken great glee in appointing brash young Attorney Ed Cassidy to as many cases as possible; Cassidy is another on Randall's growing list of enemies.

There is a six-cell jail in the basement of the courthouse.

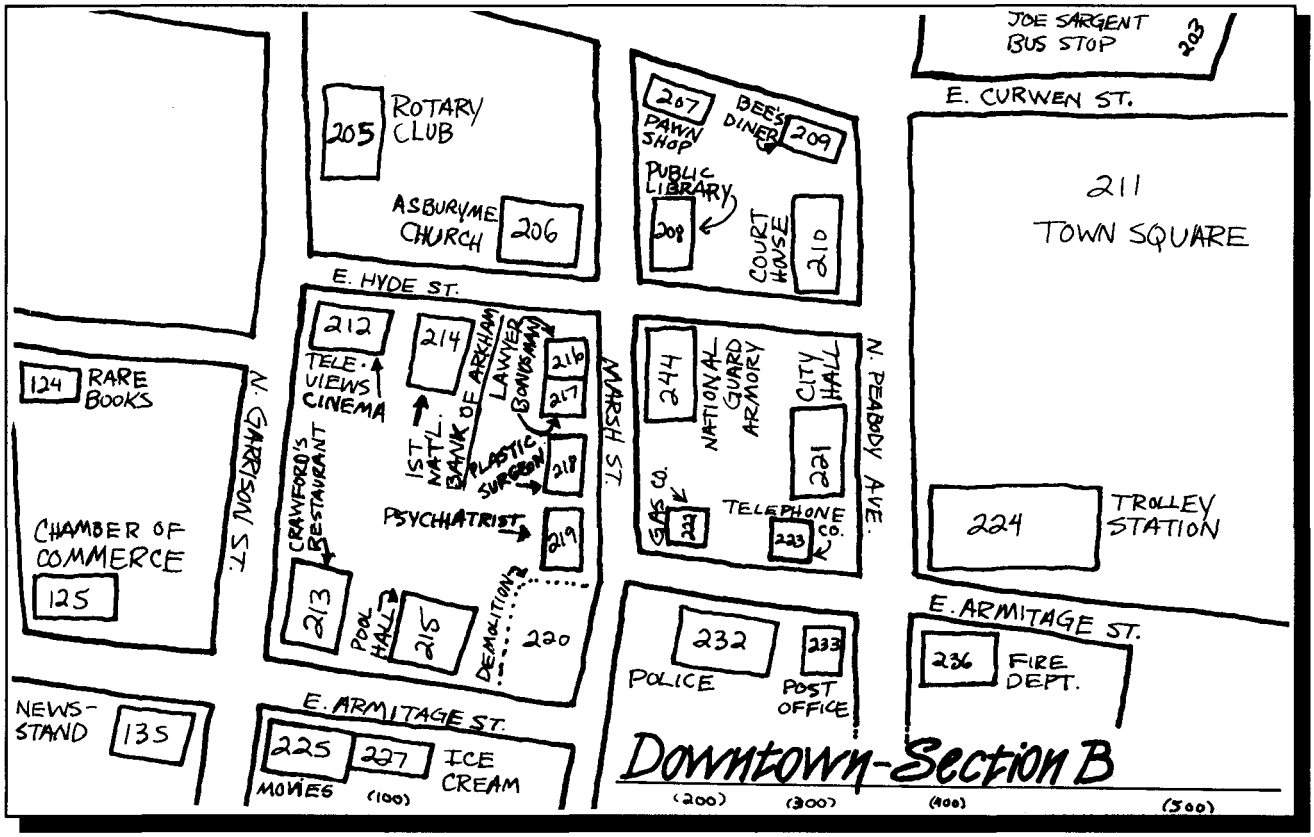
## • 211 •
## Independence Square (The Common)

Officially opened in 1797, Independence Square is a vast expanse of open green, nearly eight acres in size, owned by the citizens of Arkham. It replaced the old militia training ground south of the river, which was ceded to Miskatonic College.

The square is surrounded by an iron fence, four feet high. The official entrance, a massive arch thought to have been designed by Salem architect Samuel Mclntyre, is found on the Peabody Avenue side, facing Town Hall. The Common (as everyone calls it) serves as a picnic ground and gathering site. There is a roofed bandstand as well as a baseball diamond on the grounds. This is the site of Winterfest, Fourth of July, Thanksgiving, Forefathers' Day (weather permitting) and other celebrations, observances, and gatherings, and of the annual summer Founder's Day Festival.

## • 212 •
## Telenews Cinema

552 N Garrison Street. A large blue world globe marks Arkham's newest theater. The manager prefers versions of the classics, documentaries, and other vehicles which conform to the maxim over the entrance, "Instruct and Entertain". Newsreels are updated continually; Cthulhoid clues can pop up in an otherwise innocuous film about New Guinea primitives. Always two cartoons Friday-Saturday. Admission is 15 cents for adults, 6 cents for children. Open 6-11 P.M. Monday-Friday, noon-11 P.M. on Saturday, and 1-5




P.M. Sundays. Special show for the kids on Saturday afternoon.

## • 213 •
## Crawford's Restaurant

NE corner of Garrison and Armitage. Specializing in gigantic old-style eight and ten-course meals, Crawford's is the most expensive restaurant in town. A man can pay as much as $5.00 for supper here, though few Arkhamites would think that a worthy thing to do. Crawford's has been in the same location since the Civil War, the menu changing little in all that time. For history buffs, a bronze plaque memorializes the table at which General Sheridan once sat. Open 5-8:30 P.M. Tuesday through Saturday.

## • 214 •
## Arkham First Bank

150 E Hyde Street. Rooted in the community for generations, it's not unusual for this bank to grant generous extensions to customers, provided the debtor is of good character and making honest efforts at repayment: they never dispossess a friend or neighbor. This admirable policy results in the closing of the bank in 1933.

Saving and checking accounts are available. Use the following base rates to figure chances for a loan: auto 20%, personal 10%, commercial 30%, home mortgage 30%. Hours are 10 A.M. to 3 P.M. Monday-Thursday, extended to 5 P.M. on Friday.

## • 215 •
## Art's Billiards

139 E Armitage Street. This scummy Northside pool room is a hangout for lots of men, including street punks. A few members of the University football team can be found here despite the fact that Art's is off-limits to students. In the past, fights and scuffles between the Rocks and the 'Finns have broken out here. Local mobsters frequently kill time here. Open noon to 9 P.M., Monday-Saturday.

## • 216 •
## Bertrand Chambers, Attorney

589 Marsh Street. A thin man with slick hair and a pencil moustache, Chambers is 38, originally from New York City. No one knows why he opened shop in Arkham, but the police suspect connection with O'Bannion's boys. Chambers is a not-too-scrupulous fellow who defends some local criminals with unusual vigor and ingenuity. He has no compunction about over-charging clients not connected with the bootleggers.

## • 217 •
## Federal Bond Agency

589½ Marsh Street, upstairs. This small office is a branch of a larger firm headquartered in Boston. The agency can provide bail for an investigator but the person must put up 10% of the bail in cash or other securities—a property deed,

an automobile title, and so forth. After the trial, the bondsman collects interest upon the total loan, at the rate of 20% per year.

## • 218 •
## Dr. Sinderwald, Cosmetic Surgeon

567 Marsh Street. A licenced physician and a well-regarded practitioner, Garrison Sinderwald can undertake reconstructive surgery should an investigator have the need. Small facial scars depart for $50; major work runs into the thousands of dollars.

Sinderwald owes large gambling debts to shady people who demand favors in return: treatment of injuries that the mob does not want reported, and recently the alteration of the face of a gangland friend from Boston. Sinderwald fears this criminal activity but feels that he has no choice.

*Special skills:* Gamble 25%, Facial Surgery 75%.

## • 219 •
## Dr. Heinrich T. Muelhig

555 Marsh Street. Muelhig studied with Freud and then with Jung before emigrating to the United States after the World War. Among those who know his skill, his reputation is outstanding; however, his office is unmarked and he accepts no patient who has not been referred to him by a licensed physician, since psychoanalysis has no medical standing in Massachusetts.

Muelhig has accumulated a number of Mythos-related facts about the Arkham area that could interest investigators or prove valuable in a particular adventure. Although the doctor refuses to compromise his patient confidentiality, he might be able to supply some information. If burglary is not ruled out, his files contain the facts.

*Special skill:* Psychoanalysis 70%.

## • 220 •
## Demolition Site

NW corner of Marsh and Armitage. An old three-story building, gutted by fire last summer, is being slowly dismantled by a work-crew. The owners of the property have no immediate plans to rebuild, offering the keeper the chance to create something significant here.

## • 221 •
## Town Hall

551 N Peabody Avenue. This large brick building, built in 1901, houses the town's administrative offices. Hours are 8 A.M. to noon and 1-5 P.M., Monday-Friday.

*Mayor Peabody*

*Mayor's Office:* since the post is a part-time job, the Mayor is here one hour a day (roll 12 or less on D100 to catch him in). Knock first, then try the door. He has no secretary, but messages can be left with Janet Larkin.

*Public Room:* the mayor, 51-year-old Joseph Peabody, meets in open sessions twice a month on the second and fourth Wednesday with the selectmen. Here policy is argued out and decided upon in public. (The topic of zoning is being hotly debated. Until now most American cities had no zoning laws—a factory could conceivably be plunked down in the midst of a residential neighborhood.)

*Town Manager's Office:* after selectmen and mayor expostulate, the town manager gets to make sense of their frequently bizarre decisions and to remember all the things that they forgot. Darrell Slocum, 37, is the effective head of municipal government, and is paid nearly $5000 a year in the full-time position. He does not know that his wife is a member of the evil coven.

*Clerk's Office:* As the manager creates effective policy, the town clerk creates effective ways of implementing and recording it. Janet Larkin, 38, holds the post.

The following records are open to the public: deeds, deed transfers, local census records, local birth/death/marriage certificates, business licenses, military draft records 1917-1919, assessment and tax records, town budgets and expenditures dating back to the beginning of the 19th century, and other records at the keeper's option.

Auto registration is a Commonwealth matter, the information held in Boston.

*Engineer's Office:* variously maintains, inspects, judges, or records (1) building permits and designs since 1891, (2) Arkham's water and sewer systems, (3) gas lines, (4) electric lines, (5) streets, curbs, bridges, and the Miskatonic embankments, (6) parks, (7) school and office buildings and other town property. Frequently records are not methodical, but the staff will go to a lot of effort to help out a citizen.

*Assessor's Office:* establishes property tax rates, assesses property, collects taxes, and disburses money as the selectmen authorize. All monetary transactions are matters of public record.

*School Board:* meets once a month. Most people in Arkham agree on what schooling's for and on what needs doing about it—policy questions fall to such pointless levels as whether or not Easter-egg hunts are lascivious and anti-Christian.

## • 222 •
## Arkham Gas Company

235 Armitage Street. It sells natural gas for heating needs and industry, as well as gas stoves, ranges, and equipment

converting coal-burning furnaces to safe, efficient, natural gas. The company's not considered a public utility in Arkham, and company records are not open to the public.

## • 223 •
## Arkham Bell Telephone

345 E Armitage Street. Arrange for service, pay bills, interview operators—there's no dialing in Arkham, and an operator manually switches plugs for every call that's made. With a successful Fast Talk, an investigator might scrutinize a suspect's phone bill or successfully Fast Talk an operator coming off duty.

## • 224 •
## Arkham Trolleys

404 E Armitage Street. Trolleys are electrical trains that run on rails set in the streets. They draw electric power from special overhead wires.

The ride costs 5 cents plus a penny for transfers (necessary to change from one line to another). Transfers are most easily made at the main station, by the B&M depot, or in the Merchant district. The trolleys operate from 5:30 A.M. until 7 P.M. weekdays and until 9 P.M. Friday-Saturday. There is no Sunday service. Depending on the time of day, a trolley passes every 5-15 minutes.

Interurban lines, which once connected Arkham with Boston and the rest of the east coast, were abandoned several years ago. However, the rails and switches still exist and would operate given power and intact cables.

## • 225 •
## Amherst Theater

480 N Garrison Street. Much newer than the Manley, the Amherst is dedicated to feature talking films, a profitable decision; it no longer books vaudeville acts.

The theatre is open 1-11 P.M. daily, closed on Christmas, New Year's Eve, and Easter.

Big films this year were *The Circus* (Charlie Chaplin), *A Girl in Every Port* (Victor McLaglen), and *Our Dancing Daughters* (Joan Crawford). In 1929, hits include *Cocoanuts* (Marx Brothers), *Blackmail* (Alfred Hitchcock), *Bulldog Drummond* (Ronald Coleman), *The Iron Mask* (Douglas Fairbanks Sr.), and *The Virginian* (Gary Cooper).

## • 226 •
## Penny Arcade

NE corner of High Lane and Garrison. Hand crank movies, claw machines, mechanical boxers—play them all for one cent apiece. A few University students who dare to be childish visit here, but the customers mostly are loutish locals. The 'Finns frequently meet here. Open 4 P.M. (after the grade school kids have gotten home) to 10 P.M., Monday-Saturday.

## • 227 •
## Dennison's Ice Cream Emporium

148 E Armitage Street. Dennison's is clean and decorated in a wilted 'French cafe' style. A favorite with anyone who has 5 cents for a double scoop, 3 cents for a single. Open 11 A.M. to 7 P.M., Easter afternoon to whenever it cools off for the winter. Closed Sundays, like all decent establishments, but open holidays.

## • 228 •
## Northside Market

467 Marsh Street. Meat and produce are shoddier than Benson's, and more expensive. On the other hand, this store is open till 9 P.M. six days a week. Owner Robert Czyenck is a member of the secret evil coven. Open 8 A.M. to 9 P.M. Monday-Saturday.

## • 229 •
## Ballard's Auto Lot

NW corner of High Lane and Peabody. Harvey Ballard always has 2D6 used cars on the lot, for sale or rent, price depending upon auto and condition. Rental rates range from $1.50 a day for a rusting Model T to $5 daily for a gleaming Packard.

Ballard has connections with Boston auto dealers. At no cost to the customer, he'll handle dealer arrangements and deliver your new car to your front door. He is paid a commission by those dealers.

Ballard or his assistant are usually on the lot from 9 A.M. to 4 P.M. A sign on the front door of the tiny office gives Ballard's home phone number.

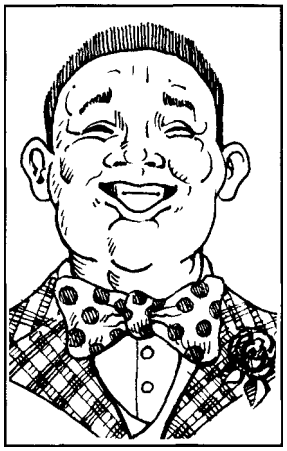
In 1928, a new Chevrolet or Ford Model A (both with 25 hp engines) could be had for $400-700. Six-cylinder Dodges, Hudsons, or Buicks could run close to $2000; the big Chrysler Imperial 80 went for $3500. Eight-cylinder Cadillacs and Packards cost as much as $6000, while Lincoins run $4600-7400. The Packards, with a 39.2 hp engine, were the fastest of the lot until the newest Studebakers, with a top price of $2500, started appearing with a 43 hp engine powering the car to a speed of nearly 100 mph.

For the well-heeled investigator, the new Dusenberg *J* is available Dec. 1. Sporting a 256 hp engine, this huge car has a top speed of 111 mph and matchless acceleration. The price of the chassis alone is $8500; coachwork goes for $2500 and up.

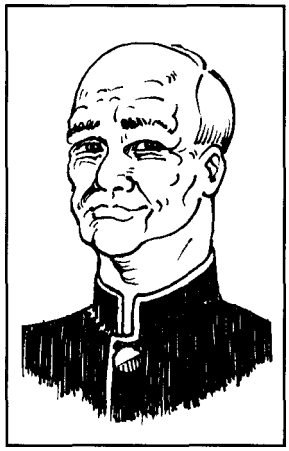
Ballard also gives driving lessons. An investigator whose Drive Automobile skill is less than 50% can gain 1D6 points (but not more than totals 50) at the end of Harvey's two-week course. The student must roll higher than his present Drive Automobile skill to gain any benefit. The course is not repeatable. It costs $10.

## • 230 •
## Arkham Edison

470 Marsh Street. Here accounts can be opened and bills paid. Records are not available to the public.


Harvey Ballard

Ray Stuckey


Chief Asa Nichols

## • 231 •
## Miskatonic Valley Savings Bank

420 Marsh Street. A Massachusetts bank which opened in Arkham in 1924. To thrifty customers, they offer a quarter-percent higher passbook interest than Arkham First, but tend to be quicker to close on unpaid loans and defaulted mortgages. Base chance for investigator loans are auto 25%, personal 5%, commercial 40%, and home mortgage 40%. Hours are 10 A.M. to 3 P.M., Monday-Friday, open till 5:30 on Friday.

## • 232 •
## Arkham Police Station

302 E Armitage Street. Always open. Arkham has a nominal force consisting of a chief, a captain, three detectives with the rank of lieutenant, three sergeants, and 15-20 patrolmen. Finances rarely allow Nichols the luxury of a full complement. There is also a little-known police reserve, consisting mostly of retired patrolmen and military men, which can join the ranks during emergencies.

Detective Harrigan

Luther Harden

Depending on the part of town, patrolman walk their beats singly or in pairs. They check in with the station at regular intervals by telephone from locked police call boxes, installed systematically across town. Police cars are not driven on patrol, but officers at the station have several with which to move quickly when trouble arises.

As a general rule, only a duty officer at the station is awake and available between midnight and 6 A.M., except Friday and Saturday nights, when several men stay on to make sure that rowdy activity ceases at a decent hour.

Sergeants effectively command hour-by-hour police dispositions, and rarely appear on the Street except at the scene of a crime.

The department possesses three cars (one of which the Chief takes home) and two motorcycles. Neither cars nor motorcycles have radios.

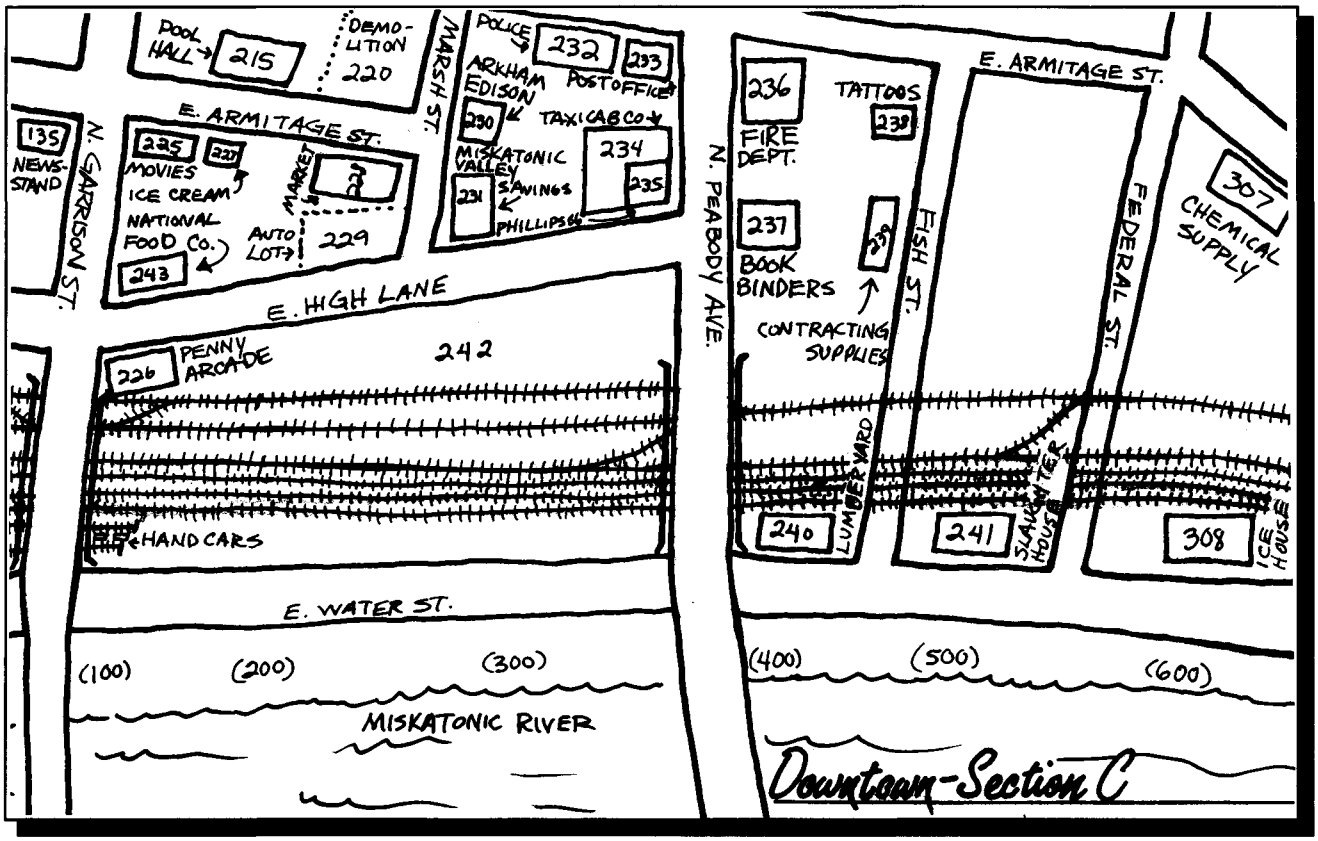
Armed officers carry department-issued .45 revolvers, specified by Chief Nichols as the smallest handgun likely to stop an angry man. Department riot guns, rifles, and two submachine guns (purchased during the Great Red Scare of 1919-20) are kept in locked cabinets.

A holding cell each for men and for women stand ready in the rear of the building, but the six-cell jail actually is in the basement of the courthouse. In 1935, a successful suit concerning the death of a prisoner forces the town to build a new combined jail and police station.

Arkham has no policy concerning concealed weapons, since any adult citizen has that right. Over the years, though, Nichols has accumulated a lot of confiscated weapons. These he keeps in a trunk now filled to the brim in his office. Once in a while he opens the trunk and smiles, considering how many criminals do not have these weapons.

*Chief Asa Nichols:* he is 61 years old, married, and lives on High Street with his wife, Orrette. He is a good-natured man from another era, not fully aware of the changes in Arkham since the war. He would be shocked to know the extent of organized crime in Arkham and of the corruption within his own department. Nichols belongs to the Gun Club, Rotary, and Masons.

*Captain William Keats:* in line to be chief upon Nichols' retirement, the 49-year-old is executive officer and administrator. He has an inkling of organized crime in Arkham but knows of no police involvement. However, Keats is not fundamentally honest: after he has assured himself of his own safety, he may decide to get in on the action.




***Chief Of Detectives Harden:*** he's 44, single, hard-boiled, irascible, and present on the scene of almost every noteworthy crime in Arkham for 23 years.

## Luther Harden, Tough and Honest

STR 14 CON 14 SIZ 14 INT 15 POW 16

DEX 12 APP 10 EDU 14 SAN 60 HP 14

**Damage Bonus** +1D4
**Weapons:** Fist/Punch 75%, damage 1D3+1D4
.45 Revolver 65%, damage 1D10+2
Kick 35%, damage 1D6+1D4
Grapple 55%, damage special
**Skills:** Debate 60%; Dodge 65%; Drive Automobile 50%; Fast Talk 65%; First Aid 55%; Hide 70%; Law 35%, Library Use 25%; Listen 65%; Oratory 45%; Psychology 65%; Sneak 45%; Spot Hidden 55%.

***Detective Harrigan:*** an affable, sympathetic young man, he's the star of the local amateur rugby team and as honest as the day is long.

## Mickey Harrigan, Good Cop

STR 16 CON 17 SIZ 17 INT 14 POW 14

DEX 14 APP 13 EDU 11 SAN 65 HP 17

**Damage Bonus** +1D6
**Weapons:** Fist/Punch 60%, damage 1D3+1D6
Kick 45%, damage 1D6+1D6
Nightstick 65%, damage 1D6+1D6
Grapple 60%, damage special
.45 Revolver 65%, damage 1D10+2
**Skills:** Bargain 55%, Climb 50%, Credit Rating 40%, Debate 25%, Dodge 55%, Drive Automobile 55%, Fast Talk 45%, First Aid 35%, Handcuff Suspect 55%, Hide 15%, Jump 55%, Law 30%, Library Use 25%, Listen 50%, Maul-Ruck-Scrum 78%, Oratory 15%, Photography 22%, Psychology 45%, Sneak 15%, Spot Hidden 55%, Track 20%.

***Detective Stuckey:*** a few years' senior to Harrigan, Stuckey works with the O'Bannion mob on a salary, but is a competent policeman in non-Mob matters.

## Ray Stuckey, Cop on-the-Take

STR 15 CON 15 SIZ 15 INT 15 POW 11

DEX 15 APP 12 EDU 9 SAN 45 HP 15

**Damage Bonus** +1D4
**Weapons:** Fist/Punch 65%, damage 1D3+1D4
Nightstick 50%, damage 1D6+1D4
Grapple 55%, damage special
.45 Revolver 55%, damage 1 D10-12
**Skills:** Bargain 45%, Climb 60%, Credit Rating 35%, Debate 15%, Dodge 54%, Drive Automobile 45%, Fast Talk 55%, First Aid 30%, Handcuff Suspect 45%, Hide 29%, Jump 35%, Law 25%, Library Use 35%, Listen 50%, Oratory 25%, Photography 12%, Play 5-Card Stud 49%, Psychology 60%, Seize Personal Advantage 40%, Sneak 20%, Spot Hidden 50%, Track 15%.

## Typical Sergeant

STR 16 CON 15 SIZ 17 INT 12 POW 15

DEX 13 APP 12 EDU 8 SAN 65 HP 16

**Damage Bonus** +1D6
**Weapons:** Fist/Punch 75%, damage 1D3+1D6
Head Butt 70%, damage 1D4+1D6
Grapple 75%, damage special

.45 Revolver 65%, damage 1D10+2
Nightstick 85%, damage 1D6+1D6.
Skills: Dodge 33%, Drive Automobile 45%, First Aid 50%, Hide 25%, Law 30%, Listen 45%, Motorcycle 65%, Oratory 15%, Psychology 55%, Sneak 15%, Spot Hidden 55%.

### Typical Patrolman

STR 15 CON 15 SIZ 15 INT 11 POW 13
DEX 10 APP 12 EDU 10 SAN 60 HP 15

**Damage Bonus** +1D4
**Weapons:** Fist/Punch 65%, damage 1D3+1D4
Head Butt 40%, damage 1D4+1D4
Grapple 45%, damage special
.45 Revolver 45%, damage 1D10+2
Nightstick 55%, damage 1D6+1D4.
**Skills:** Dodge 29%, Drive Automobile 60%, First Aid 40%, Hide 15%, Law 15%, Listen 35%, Motorcycle 35%, Oratory 5%, Psychology 35%, Sneak 5%, Spot Hidden 30%.

## • 233 •
## U.S. Post Office

487 N Peabody Avenue. The only point of federal power in Arkham. The Postmaster is Eli Whittaker, 61. Postmen begin to case their mail at 4 A.M., and have begun their rounds by 6 A.M. There are no Saturday deliveries, but mail to post office boxes is cased that day. Postal windows are open 9 A.M. to 4 P.M., Monday-Friday, closed for Easter, Fourth of July, Christmas, and New Year's Day. Access to postal boxes is always available.

## • 234 •
## Arkham Cab Co.

433 N Peabody Avenue. Depending on demand, up to four cabs are on the streets from 6 A.M. until 10 P.M. seven days a week. The company has asked to provide 24 hour service, but the selectmen hesitate, believing that this might promote crime and loose behavior.

Two cab stands exist, one in front of the cab company and one by the newsstand at Garrison and Main. At the latter, a direct phone line links the stand with the cab office. At the keeper's wish, other direct lines exist at St. Mary's Hospital, Hotel Miskatonic, and so forth.

Cab orders can be taken by phone in the grungy second-floor office, and cabs sent directly from the stand outside. No cab has a radio; two-way radios are much too large, too expensive, and too delicate.

Trips around town are flat-rate: 25 cents in town as long as no bridge is crossed, 25 cents each time a bridge is crossed, 25 cents for each mile out of town, and 50 cents an hour to wait. A cab and driver can be hired for eight hours at a cost of $4 and the promise of a tip of more than a dollar.

***Gregory Dahlberg:*** the manager works the day shift six days a week and (with the exception of the owner) is the only one with the authority to allow investigators to search cab trip records or employment files. Dahlberg is surly and unresponsive to any persuasion save money or the presence of police. The first time the investigators want to see the waybill files, Dahlberg demands a dollar. On a second visit, the fee doubles.

Drivers, while desiring tips, are more willing to talk, on the stand or in the cab.

## • 235 •
## Phillips 66 Station.

NW corner of High Lane and Peabody. Gas is the same price as the competing Esso dealer but the owner, Abel Sykes, is friendlier. He has a slow and cautious way of talking. Help is clean, polite, and efficient. Open 7 A.M to 6 P.M., Monday-Saturday.

*Special skills:* Whittle Emergency Part 70%, Mechanical Repair 80%.

## • 236 •
## Fire Department

418 E Armitage Street. Downstairs holds five fire trucks (one hook-and-ladder, one pumper, two hose engines, one chemical engine). Nine firemen usually sleep upstairs. Arkham has reciprocal fire-fighting agreements with Salem and other area towns. The fire chief is 62-year-old Benijah Adams.

## • 237 •
## Bunden's Bindery

420 N Peabody Avenue. This small business's main customer is Miskatonic University Press, which publishes numerous scholarly monographs. Malcolm Bunden also operates a small fine-press business which publishes three or four hand-set and hand-bound limited editions yearly, for subscribers only.

## • 238 •
## Tattoos

443 Fish Street. This establishment occupies a cramped dingy storefront of questionable sanitation. Any investigator receiving a successful Pharmacy or Chemistry roll notice that, among many odors, a faint scent of opium lingers here. The middle-aged proprietor, Pin Liou, lives alone in the building's back room.

*Pin Liou*

Many tattoo designs, mostly in Chinese and Japanese styles, decorate Liou's walls. A sharp-eyed investigator spots an occasional Elder Sign woven into a design. If

the keeper wishes, Pin Liou can have knowledge and skills directly useful to investigators.

The door is never locked; Mr. Pin seems present day and night. When the signs are inauspicious, he may not leave his establishment for weeks. Sometimes a woman (or is she?) who is possibly his wife (and possibly not) arrives from Boston, bringing strange books and artifacts.

### Pin Liou, Stranger in a Strange Land

STR 10 CON 11 SIZ 10 INT 18 POW 20

DEX 18 APP 12 EDU 22 SAN 55 HP 11

**Damage Bonus** +0

**Weapons:** Fist/Punch 75%, damage 1D3

Head Butt 75%, damage 1D4

Kick 75%, damage 1D6

Grapple 75%, damage special

**Spells:** Contact Deep Ones, Curse of Azathoth.

**Skills:** Cantonese 35%, Cthulhu Mythos 17%; Dodge 75%; Gamble 90%, Hakkan 40%, Hide 80%; Japanese 45%, Jump 85%; Korean 40%, Listen 70%; Mandarin Chinese 75%, Martial Arts 75%, Occult 65%; Pharmacy 65%; Psychology 65%; Spot Hidden 75%; Four Needle Tattoos 65%, Seven-Color Tattoos 85%, Treat Poison 45%.

## •239•
## Sheehan Contractor Supply

411 Fish Street. Features a wide assortment of plumbing, electrical, and roofing supplies; for a wider stock, a man would have to drive to Boston. Trade discounts to reputable contractors. Some equipment, such as jackhammers and compressors, may be for rent, or Sheehan will have an idea where the item—bulldozer, crane, scaffolding, etc.—can be found. Open 7:15 A.M. to 3 P.M., Monday-Saturday.

## • 240 •
## Adams Lumber Yard

315 E Water Street. Wholesale and retail lumber. Stocks some hardwood blocks, as well as construction lumber. Large orders can take up to a week to assemble. Open 8 A.M. to 4 P.M., Tuesday-Saturday.

## • 241 •
## Slaughterhouse

400 E Water Street. Though there are some independent cattle- and hog-butchers in town, this feed-lot and hanging-house supplies most of the town's meats.

## • 242 •
## Railroad Properties

Sidings, empty freight cars, equipment sheds, and the B&M right-of-way fill this block.

## •243•
## First National Grocery Store

422 N Garrison Street. This large store is part of a national chain. The manager is 37-year-old Arthur Anderson, formerly of Philadelphia. The company transferred Arthur here about a year ago and he and his family like living in Arkham. Besides the Arkham store, Anderson as district manager is also responsible for stores in Kingsport and in shunned Innsmouth. He visits both stores at least once a month and is well-aware of Innsmouth's oddities.

## •244•
## Massachusetts Guard Armory

560 Marsh Street. The National Guard is equipped and trained identically to the U.S. army but is under the command of the individual state governors. Most members of Arkham's Infantry Company B are residents of Essex County. B Company is in the 1st Battalion of the old Massachusetts 23rd Volunteer Regiment, reconstituted since the Great War.

Once a month these members put on uniforms and report to the armory for compulsory drill. Most train every summer at the state National Guard camp.

The company is far under strength; only 56 guardsmen currently use the facility. Commanding is 55-year-old Colonel William Hathome. His executive officer is Lt. Colonel Aubrey Bridgeton, 48. Major Charles Hart is responsible for the weaponry stored in the armory as well as the motor pool. Additionally, there are usually two or three lieutenants present.

Sergeant Groat is directly responsible for the motor pool and keeps the keys for the unit's two large trucks. This unit will riot be fully motorized until after wwII.

Securely locked in a STR 80 reinforced concrete vault are 120 greased and packed .30-06 bolt-action rifles and 12,000 rounds of ammunition, 150 bayonets, ten .45 caliber automatic pistols (greased and packed) and 500 rounds of ammunition, 24M11A1fragmentation grenades with Bouchon igniters, one Browning M1917 water-cooled tripod-mounted .50 caliber machine gun (greased and packed) with 5,000 rounds of armor-piercing ammunition, two 3-inch Stokes mortars (greased and packed) with 24 practice rounds each, four field telephones with 6,000 yards of wire, and 20 trench helmets, sizes 7 and 71/8 only.

Tents, a field kitchen in a small wagon, hospital supplies, etc., are stored in the armory, but not in the weapons vault.

KEEPER ENTRIES .....
.....
.....
.....
.....
.....
.....

# Easttown

## Neighborhood 3

The northern part of Easttown, above Whately Street, contains many fine old homes of pure Georgian design. These homes were built by Derbys, Ornes, Pickmans, and Pickerings—the sea merchants who made up Arkham's first aristocracy. Most of these homes, unfortunately, have fallen into neglect; as a whole, Easttown is seedy and decaying, some of it beyond repair. Of the few old Arkham families still residing here, most teeter on the brink of ruin.

Streets are of brick, 40 feet wide, and in some need of repair. Tree roots have so buckled and raised the brick sidewalks that walking in the streets is more comfortable.

South of Whately Street, the ground slopes sharply to the river. The homes are modest and tightly spaced, and the streets are narrow. Those few Negroes (as in the 1920s many prefer to be called) in Arkham live here, clustered together as every group in Arkham is except the old-line Wasp majority. Some make a good living, and some are popular, well-respected citizens who can trace their Arkham ancestry to before 1788, when the Commonwealth outlawed the slave trade. As a group, though, they are poor and feel looked at and looked down upon.

A number of small businesses exist along Armitage and River Streets. Freight trains pass through day and night. Arkham's last operating textile mill, steam-powered, can be found here.

### • 301 •
### Pickering House

698 Federal Street. This mansion was built in 1828 by Captain Thomas Pickering, a sea trader then operating ships out of Kingsport harbor. Although rumored to be a privateer, Pickering also traded heavily along the coast of Southeast Asia and spent considerable time in and around the developing continent of Australia. One room of the house is, in fact, devoted exclusively to Australian aboriginal artifacts, including a stone axe that bears the traces of an Elder Sign carved in its head.

The house was furnished by the Captain's wife, Ethel, presently the finest collection of Early American furniture in town. A comprehensive collection of New England handblown glass is on display.

The Pickering House is operated by the Arkham Historical Society and open to the public 1-3 P.M. Thursday and Saturday. There is no admission fee, though donating a dollar or more is a good way to strike up a conversation with the volunteer attendant, who may prove to be of consequence in town.

*Beatrice Allen*

### • 302 •
### First Unitarian Church of Arkham

656 Federal Street. The church and its records date back to 1778 but the present brick building was constructed in 1875. Dr. Willet Spencer is the minister and presides over the church's large library. Among several rare volumes kept locked away is a copy of the *Book of Dzyan.*

### • 303 •
### The Prisoner of the Attic

753 Noyes Street. This large, decaying house is home to Mrs. Ellen Crawford, who has lived here since the death of her husband 23 years ago. Mrs. Crawford has kept her mad sister, Beatrice Allen, locked in the attic for decades, unwilling to send her to an institution and unwilling to publicly reveal what she considers to be a shameful illness.

Mrs. Crawford declared that Beatrice was dead of a fever in Europe. Her coffin in the Allen mausoleum at Christchurch Cemetery is empty.

Beatrice escaped just once, in 1919, and Mrs. Crawford believes she was responsible for a horrible mutilation murder that took place during that six day period. (The victim was a student at Miskatonic University, and the crime was never solved.) Two days after the murder, Beatrice turned up at the back door in the middle of the night; Mrs. Crawford has since kept her securely locked away.

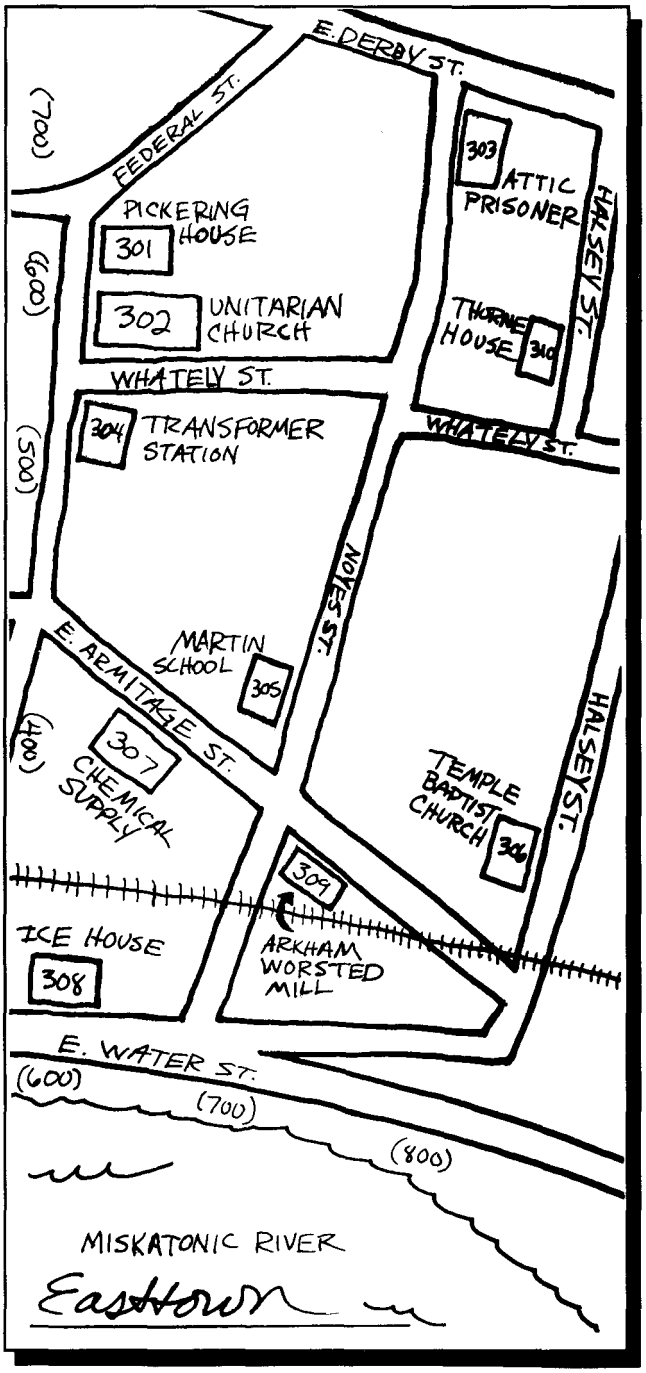
***Beatrice Allen:*** she is 55 years old and horrible to look upon. Her hair is a mass of dirty gray tangles. Her eyes burn wildly. Her face is a hideous mask of scars and fresher wounds—in her darker moments Beatrice claws at her own face and has to be regularly treated with antiseptics. Her attic room is cramped and filthy and her clothing rarely changed. As possible, Mrs. Crawford keeps her sister chained to the wall by the wrists.

#### Beatrice Allen, Madwoman

STR 16 CON 13 SIZ 11 INT 14 POW 3

DEX 12 APP 6 EDU 14 SAN 0 HP 12

**Damage Bonus** +1D4
**Weapons:** Fist/Punch/Claw 75%, damage 1D3+1D4
Kick 55%, 1D6+1D4
Grapple 45%, damage special.
**SAN :** Beatrice looks horrible—1/1D4 points SAN .




**• 304 •**

## Northside Transformer Station

606 Whately Street. This station controls the electrical power to town north of the river. Unmanned, it's dangerous, and enclosed by a high fence. Once entered, the investigator needs a successful Electrical Repair roll to shut off power and darken this part of town. An Electrical Repair roll result of 00 gives 8D6 electrical damage to the investigator.

**• 305 •**

## Martin Public School.

511 Noyes Street. Grades 1-8 meet here from the first Monday in September till the last Friday of May.

**• 306 •**

## Temple Baptist Church

571 Halsey Street. The black church in Arkham. Arousing service begins at 9:30 Sunday morning, members of the Eastown 5 provide the music.

**• 307 •**

## Anderson's Chemical Supply

650 Armitage Street. The company stocks a large variety of liquid and powdered chemicals, including acids. A fire here would generate explosions and corrosive, nauseating fumes. Open 8 A.M. to 5 P.M., Monday-Friday.

**• 308 •**

## Ice House

600 E Water Street. As ownership of electric refrigerators widens, this business slowly dies. Two horse-drawn wagons now serve all of Arkham.

**• 309 •**

## Arkham Worsted Mills

750 E Armitage Street. A victim of mismanagement and antiquainted equipment, this dying concern employs a few dozen Southside immigrants.

**• 310 •**

## Melissa Thorne

Since she runs her business out of her own house and has a select and genteel clientele, Mrs. Thorne considers herself more a companion with whom grateful men leave gifts than a prostitute. Her neighbors, a few of whom know the truth, find her quiet, reliable, and considerate, and make no trouble. She numbers a selectman and a police official among her beaus.

Her husband gambled away their savings and then died, leaving her with a house and little else. As a woman used to pampering, she began to borrow. Little by little the loans became gifts. In 1935, a favorite client names a new Arkham street after her, a great source of pride to her in later years.

### Melissa Thorne, Courtesan, Age 32

STR 12 CON 3 SIZ 9 INT 16 POW 15

DEX 14 APP 16 EDU 9 SAN 64 HP 11

**Damage Bonus:** none

**Weapons:** Slap 60%, damage 1D2-1

Hatpin 40%, damage 1D4

**Skills:** Appraise Value 30%, Fan Dance 45%, Fast Talk 55%, Flatter 50%, Flirt 65%, Psychology 40%, Seduce 70%, Shimmy 55%, Sing 50%.

**KEEPER ENTRIES** . . . . . .

# Merchant

## Neighborhood 4

This narrow two-block stretch lies on low, level ground near the river. Perhaps 75% of Arkham's stores and shops can be found here: Church Street is the most important artery, and Main is of secondary importance. People ordinarily call such an area *downtown;* here they say instead "Goin' to Merchant" since Downtown is a part of town north of the river.

The old East Church and West Church are found here, and several rows of early 18th century Georgian-style warehouses line the river. These latter mostly stand unused, though one serves surreptitiously as a bootlegger depot.

The heart of the district is the long block bordered by Main, Garrison, Church, and West Streets, where stand two- to four-story early-19th-century brick row buildings.

Church Street, from Main to West, is cobblestoned, originally laid down in 1773. Occasional alleys, barely wide enough for skilled truck drivers to get in and out of, give access to the service courts in the rear of the shops. These dingy courts are more often than not cluttered with crates, packing materials, and machines that don't work but are too good to haul away.

River Street was once heavily trafficked by stevedores moving goods between docks and warehouses, but the stretch between Garrison and West Streets is now abandoned to decades of litter, requiring skill for a driver to negotiate.

The two blocks of warehouses east of Garrison, mostly made of wood, were long ago converted to tenements and settlement houses. Here the street is clearer, the result of a volunteer effort in 1926.

The two shopping blocks east of Garrison and south of Main are composed of shops housed in buildings older and less impressive than those along Church Street. Many are tightly-crowded converted residences. The tall Georgian steeple of Christ Church dominates the skyline.

This neighborhood's western edge is of older residences, growing very old near Boundary Street. Boundary north of Church Street is unlit; north of Main the street is sparsely populated.

### • 401 •

## Old Wooded Graveyard

These grounds have not been used for generations. The newest tombstone is dated 1818. A number of the tombs bear 17th century inscriptions; it was in one of these that Randolph Carter placed the bones that he found in the attic of the unoccupied (Unnamable) house. The oldest legible stone is that of Abigail Armitage, dated 1694.

The whole graveyard is surrounded by a dilapidated iron fence three and a half feet high.

The graveyard is dominated by an ancient willow tree whose huge, twisting trunk has nearly engulfed an illegible slate tombstone. This portion of Boundary and Aylesbury is without street lamps. At night the graveyard lies in darkness. Ghouls infest it.

### • 402 •

## Hangman's Hill

The highest point of the Old Wooded Graveyard, it was upon this hill that Arkham citizens hung the suspected witch, Goody Fowler, in 1704. Legend maintains that spending the night alone on the hill on May Eve or Hallowmass guarantees a visit by Goody's ghost.

Some claim to have attempted the vigil and to have seen nothing. Others swear they have seen Goody's ghost. A few claim to have talked with her. Some have fled in terror and refused to speak of what happened. A few have disappeared without trace, other than odd hoof-shaped tracks found the next morning. Elijah, the old stonecutter (see entry 405), is the only living witness to these events.

An investigator attempting this vigil most certainly meets the ghost of the long-dead witch. Seeing her costs 1\1 D6 SAN. The investigator stricken with temporary insanity must stand paralyzed by fear while the ghostly hag slowly strangles his or her life away.

### Goody Fowler's Ghost

**Description:** she always condenses from a white fog on the summit of Hangman's Hill, the highest point in the Old Wooded Cemetery. Goody has an evil, wrinkled face and a body veiled by a burial shroud. To attack, she extends one hand around the victim's throat, to hold him or her, and skewers the victim's heart with ectoplasmic extensions from the fingers of her other hand, holding herself so that the resulting spray of blood passes through the upper portion of her shape.

**Notes:** Goody appears only to single individuals. Tales that she talks or reveals secrets are lies; she is single-mindedly vicious and only attacks.

Unusually, her attack is physical; she drinks the victim's blood, represented here by the loss of 1D3 CON per round. Having drained the victim of CON, Goody's ghost tosses the corpse to the ever-waiting ghouls and then dematerializes.

*Goody Fowler's Ghost*

This revenant is wholly immaterial and unaffected by kinetic weapons. Enchanted weapons do normal damage; spells affecting POW or INT (or conceivably certain defensive spells) may, at the keeper's option, be effective against her. Without such magical intervention, Goody's hold and attack cannot be broken unless the investigator can reach the border of the cemetery.

For every round that she takes damage, Goody's ghost has a 50% chance of dematerializing. She reappears on the following Hallowmass or May Eve and continues her predations. If she takes damage but does not dematerialize, she recoils from the target for a round before renewing her attack.

Goody may pursue a target whose counterattack has caused her to recoil, but she dematerializes upon reaching the iron fence at the edge of the cemetery.

Should an investigator succeed in dematerializing or destroying her, he or she still must face the 2D6+2 ghouls who lurk behind nearby headstones—beings who have no compunction about attacking humans on Hangman's Hill.

### Goody Fowler's Ghost

INT 14 POW 17 HP 13 Move 10

**Weapon:** Siphon Blood 100%, damage 1D3 CON

**Armor:** none, but impervious to all non-magical attacks.

**Spells:** none now, though she once commanded powerful magicks.

**Sanity Loss:** 1 \1D6 SAN .

## • 403 •
## The Unnamable House

188 N Boundary Street. A site of bizarre psychic emanations. Something horrible once lived and died in the attic of this house, the product of a 17th century wizard, a member of Arkham's secret cult. The thing seems to be brought back to life by thinking or speaking of it. The skull of the monster, interred by Randolph Carter along with the rest of its skeleton into an unmarked, slate-slab-covered tomb in the old wooded graveyard, was semi-human but bore four-inch horns.

This creature was last brought back to existence by Carter and his friend, Joel Manton (entry 406), while they sat in the graveyard discussing the story of the monster. It pursued and attacked the pair across Arkham. They were finally found, after dawn, wandering aimlessly in the vicinity of Meadow Hill.

Although neither of them could remember much about their assailant, Manton once described it as "everywhere—a gelatin—a slime—yet it had shapes, a thousand shapes of horror beyond all memory. There were eyes—and a blemish. It was the pit—the maelstrom—the ultimate abomination. Carter, it was the unnamable!"

The man who owned the house was buried in 1710 near the unmarked slate slab in the Old Wooded Graveyard. The house was left deserted, the attic door still locked. Despite strange noises and rustlings coming from the place, none dared enter. A short time later, everybody in a nearby parsonage was horribly murdered.

In 1793 a boy, looking for evidence of the thing, was driven inexplicably mad after entering the house alone. In 1922 Randolph Carter and Joel Manton accidentally unleashed the thing again.

This 'unnamable' being is mentioned in Cotton Mather's demonic sixth book as "the thing with the blemished eye, more than beast, but less than a man." This thing, before the death of its keeper, was rumored to prowl at night, peeking in windows and once a post rider saw it being pursued over Meadow Hill by an unknown man.

This house has remained vacant since 1710, and is in remarkably good shape for its 200+ years of neglect.

If somehow called forth, the being causes a loss of 2/2D6+2 SAN and automatically causes Temporary Insanity, during which time the thing pursues its maddened victims, slashing with its horns for 1D4 points of damage and striking with its hooves for 1D2 points. It rarely kills its victims but may inflict permanent scars.

## • 404 •
## Arkham Dairy

559 W River Street. It's provided Arkham with safe, fresh dairy products for some 50 years. A dozen delivery men hit the streets at 4:30 A.M.; milkmen can be handy witnesses to strange goings-on.

## • 405 •
## Elijah the Stonecutter

113 S Boundary Street. In his eighties, Elijah Potts has cut headstones for Arkham's dead for 60 years. He lives and works in a decaying 17th century house on Hill Street, across from the cemetery. When he was younger, he carved capitals for the columns of some of the University's ornate buildings.

Elijah is well aware of the ghouls that infest the place after nightfall. He doesn't bother them and they don't bother him. He has also, on occasion, seen the ghost of Goody Fowler appear on Hangman's Hill on May Eve and Hallowmass. Once, in 1901, he witnessed the murder of a man who intended to spend the night alone atop the hill.

Sitting atop the hill the stranger from Boston waited for the ghost. He didn't notice the dark forms slinking between the tombstones, silently circling the hill. When the ghost of Goody Fowler appeared, the stranger was taken by fright

and attempted to flee. But Goody's ghost seized the man and strangled him with her claw-like hands. After drinking his blood she tossed the body to the ghouls who dismembered it horribly, then dragged it to their burrows for a feast.

Elijah Potts

Elijah watched this whole thing from his window, afraid to move. He has never spoken to anyone about it. Police, looking for the stranger, found traces of blood atop the hill and questioned, along with others, the old stonecutter. Elijah claimed to have seen nothing.

The old man is friendly and reasonably talkative about most subjects but only the direst of circumstances could induce him to mention the ghouls or Goody Fowler's ghost. His present SAN is only 32 but he is immune to further losses provoked by seeing ghouls.

*Special skills:* Cthulhu Mythos 7%; Occult 10%; Stories about Old Arkham Families 75%.

### • 406 •
## Public Schools Building

601 W Main Street. A small building, mostly given over to maintenance equipment and shops. Joel Manton, 42, is presently superintendent of Arkham's schools, mostly responsible for preparing the yearly budget and mediating between principals, the school board, and the assessor's office. A past friend of the now-missing Randolph Carter, it was Manton who, in 1922, sat with Carter in the old wooded graveyard when they were attacked by the Unnamable thing from the house at 188 N Boundary Street (entry 403). Manton can tell little about his experience, unless hypnotized. His home is at 180 W Lich Street.

### • 407 •
## Hubbard Grade School.

622 W Church Street. Grades 1-8 meet here from the first Monday in September to the last Friday in May.

### • 408 •
## The West Church

561 W Main Street. This wooden church was built in 1801, then abandoned in 1878 when moaning sounds came from the coffin of Trisham Goddard. Goddard, an early co-founder of the church, had died in 1810 and his body had been interred beneath the building. Despite his active church membership, many rumors held him to be a sorcerer; when stirring sounds were detected from within the stone coffin four generations later, the already-failing congregation hurriedly voted to merge with a nearby church, and the building has been sealed off since.

### • 409 •
## The Unvisited Island

Visible from the Garrison Street bridge, this small uninhabited island is almost never visited. It is low and swampy, and covered with thick undergrowth. On its eastern tip, visible from the bridge, are a series of gray standing stones, covered with green moss. An altar, of similar substance, rests in the center of the smaller stones. The stones are said to be older than the Indians.

Superstitious peasants occasionally claim to see the witch, Keziah Mason, and her familiar, Brown Jenkin, roam the island. The secret cult that meets in the dark vale beyond Meadow Hill may also have ties to this place.

There are charges pending against a group of Miskatonic students accused of the unChristian ritual slaying of domestic animals on the island. The dogs and cats were obtained from the local pet shop and were allegedly killed in a bizarre fraternity initiation stunt. The names of the accused are being withheld by police.

### • 410 •
## The Docks

The waterfront. Long, dark, and rotting, no one but bootleggers use these docks. The street between them and the warehouses is crowded and unlit at night, and stuffed with junk and litter, it more resembles a forbidding alley than a street. Hoboes make temporary homes here.

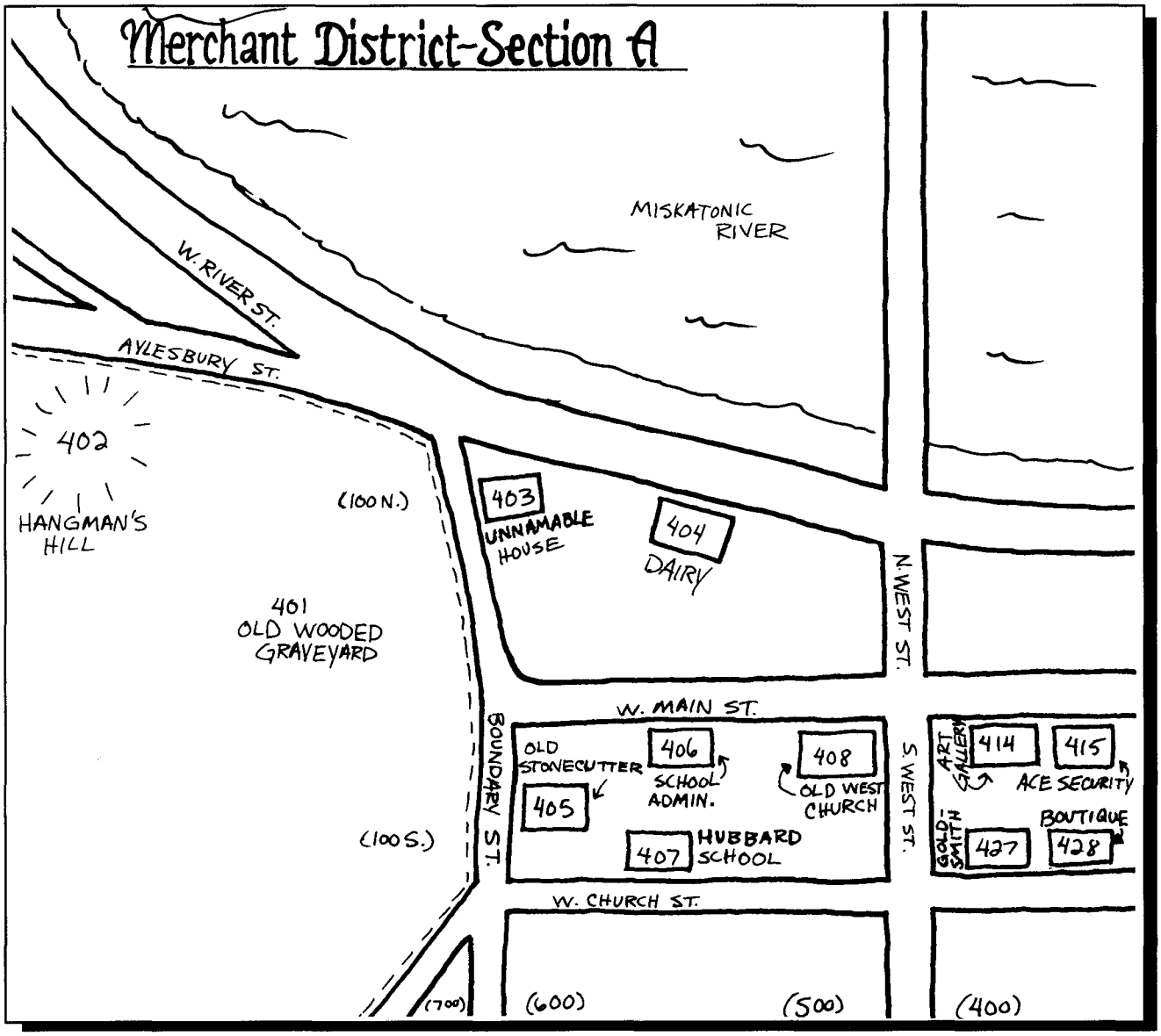
### • 411 •
## The Old Warehouses

North side of Main Street, from West to Garrison. Constructed in the early 19th century, these great brick Georgian-styled warehouses have stood next to the river for a century. Most are unused, although a few local businesses use one or two for temporary storage from time to time. Lucky Clover Cartage has recently leased a larger unit.

Watermarks five feet above the ground can be seen on the sides of these buildings, scars from the flood of 1888.

### • 412 •
## Lucky Clover Cartage Co

200 W Main Street. Lucky Clover will truck your freight where you need it or lease you a truck for $5 a day so you can do it yourself. Lucky Clover is also a front for the bootlegging operation centered in Arkham, which O'Bannion grabbed from Joe Potrello. The front part of the warehouse is offices, leaving the rear for storage, a truck lot, and maintenance. Bootlegged liquor is loaded from boats at the river and stored here.




Potrello trucked in booze from Boston. O'Bannion's increased volume of sale has called for a new approach. Now whiskeys and scotches are loaded onto small motor launches from a ship anchored off Kingsport, beyond the 12-mile limit. In the dead of night the motor boats return to the Miskatonic estuary north of Kingsport and in the dark, running lights off, make their way upriver to Arkham.

Outside town, the boats kill their motors and wait at anchor for the next scheduled freight train to pass through Arkham. When a train approaches Arkham, the boats head up-river, the passing freight dimming their noise. If timed right, the boats reach the wharfs while the noisy freight still rumbles through. The craft tie up and are quickly unloaded by a waiting crew which stashes it in the rear of the Lucky Clover Cartage Co. warehouse.

From here the booze is disbursed to volume retailers such as the Northside speakeasy and the Arkham General Store, who in turn may supply smaller dealers.

Helped by pay-offs to a few police officers, the routine works admirably; Arkham has become the distribution point for nearby communities, including Aylesbury, Rowley, Ipswich, Newburyport, and (in inordinate amounts) Innsmouth.

O'Bannion employs ethnic numbers runners among the various immigrant populations, and occasionally recruits a new hoodlum from among the local Irish thugs. O'Bannion also loan-sharks for good profit.

O'Bannion wants to put Joe Potrello out of the picture permanently. Arkham is too small a town for an outright hit, but O'Bannion feels sure that if he is patient enough his chance will come.

***Danny O'Bannion:*** the boss is 33, six feet tall, and heavily built; he remembers and tells jokes well, and can talk about anything for hours. Compared to Joe Potrello, O'Bannion is well-educated; he can move in circles Potrello could not penetrate.

Danny O'Bannion

Born and raised in Boston, he is third-generation Irish. He wears tailored suits, owns his own automobile (the traditional gangster black Packard), and maintains a suite atop the Timbleton Arms. O'Bannion's charming facade conceals a cold and brutal personality which relishes humiliating or destroying those who cross him.

He is often out of town, usually on business in Boston, negotiating with and delivering money to the mob bosses who financed the move into the Miskatonic Valley. They trust him enough to use his boats to dump unseemly corpses at sea.

O'Bannion keeps his hands clean. He directly manages only the trucking company. He implicates himself only when delicate crimes (such as bribing important officials) need his skills. Henchmen and hirelings handle the actual racketeering.

## Danny O'Bannion, Local Kingpin

STR 15 CON 15 SIZ 16 INT 15 POW 14

DEX 13 APP 15 EDU 12 SAN 21 HP 16

**Damage Bonus** +1D4
**Weapons:** Fist/Punch 55%, damage 1D3+1D4
Head Butt 40%, damage 1D4+1D4
Kick 65%, damage 1D6+1D4
Grapple 35%, damage special
Blackjack* 55%, damage 1D8+1D4
.38 Automatic Pistol 40%, damage 1D10
* does *only knock-out damage*
**Skills:** Accounting 15%: Bargain 45%: Credit Rating 50%: Dodge 65%, Drive Automobile 35%, Fast Talk 75%, Listen 35%, Oratory 25%, Psychology 50%, Sneak 30%, Spot Hidden 45%.

***Bobby Sills:*** O'Bannion's second-in-command, Sills keeps track of all illegal shipments through Arkham. Good-looking and canny, Sills is somewhat flashier than O'Bannion in dress and mannerism, and drives an expensive Lincoln V-8 sedan.

He also handles the day-to-day problems concerning liquor, numbers, and collections. Sills, with a thug or two, visits overdue debtors to *talk sense* into them. Slapping a victim around contributes to understanding.

Sills sees to rub-outs that require a subtle touch. He murdered Potrello's henchman a few years ago.

## Bobby Sills, Henchman

STR 14 CON 14 SIZ 13 INT 14 POW 14

DEX 15 APP 15 EDU 9 SAN 22 HP 14

**Damage Bonus** +1D4
**Weapons:** Fist/Punch 55%, damage 1D3+1D4
Head Butt 20%, damage 1D4+1D4
Kick 55%, damage 1D6+1D4
Grapple 35%, damage special
Blackjack* 45%, damage 1D8+1D4
Fighting Knife 55%, damage 1D4+2+1D4
.38 Snub-Nose Revolver 50%, damage 1D10
* does *only knock-out damage.*
**Skills:** Credit Rating 40%, Bargain 45%, Dodge 55%, Drive Automobile 50%, Fast Talk 55%, Hide 70%, Listen 65%, Pick Pocket 35%, Psychology 55%, Sneak 60%, Spot Hidden 45%

***Eddie Leary:*** a Lucky Clover Cartage officer, this huge, violent man keeps drivers and hirelings in line, breaking fingers, arms, and legs as the boss tells him to. He also oversees nighttime deliveries from beyond the 12-mile limit.

## Eddie Leery, Enforcer

STR 18 CON 17 SIZ 17 INT 11 POW 10

DEX 12 APP 11 EDU 6 SAN 33 HP 17

**Damage Bonus** +1D6
**Weapons:** Fist/Punch 70%, damage 1D3+1D6
Head Butt 80%, damage 1D4+1D6
Kick 55%, damage 1D6+1 D6
Grapple 75%, damage special
Blackjack* 90%, damage 1D8+1D6
Knife 80%, damage 1D4+2+1D6
.45 Revolver 40%, damage 1 D10+2
* does *only knock-out damage.*
**Skills:** Credit Rating 20%, Dodge 55%, Drive Automobile 40%, Hide 30%, Listen 40%, Psychology 10%, Sneak 30%, Spot Hidden 35%.

***Meyer Golditz:*** an accountant, keeps the books for the liquor, loan, and other rackets run by O'Bannion, as well as for the legal commercial entity of Lucky Clover Cartage. He's a nervous man, and fussy with details. He has an office at the trucking company, and rooms at Miss Clark's boarding house.

Since he tracks all the money, Golditz knows how much these criminals steal from each other as well as from their victims; their dealings show him that whatever he can get away with, he should, and that any loyalty he showed to them would be misplaced. He currently dreams of stealing $100,000 from O'Bannion and starting a new life in California as an accountant at Goldwyn or Universal—some place with lots of starlets.

## Meyer Golditz, Who Knows Too Much

STR 10 CON 11 SIZ 10 INT 16 POW 11

DEX 11 APP 11 EDU 14 SAN 14 HP 11

**Damage Bonus** +0
Weapons: .32 Revolver 20%, damage 1D8
**Skills:** Accounting 81%, Bargain 25%, Credit Rating 30%, Drive Automobile 30%, Law 15%, Psychology 35%, Sneak 45%, Swim 30%.

***Five Tough Muggs:*** enough employees of Lucky Clover come from Boston to suggest that an outside force is moving into the Valley. All the employees are criminals, or of criminal bent. More can drive out from Boston in an hour.

### Five Tough Muggs

| | STR | CON | SIZ | DEX | POW | SAN | HP |
|---|---|---|---|---|---|---|---|
| #1 | 14 | 14 | 12 | 12 | 11 | 35 | 13 |
| #2 | 13 | 11 | 13 | 11 | 12 | 28 | 12 |
| #3 | 16 | 12 | 14 | 10 | 10 | 33 | 13 |
| #4 | 13 | 13 | 13 | 15 | 11 | 34 | 13 |
| #5 | 12 | 16 | 12 | 12 | 9 | 27 | 14 |

**Damage Bonus** +1D4
**Weapons:** Fist/Punch 75%, damage 1D3+1D4
Head Butt 55%, damage 1D4+1D4
Kick 45%, damage 1D6+1D4
Grapple 70%, damage special
Blackjack* 75%, damage 1D8+1D4
Fighting Knife 65%, damage 1D4+2+1D4
.38 Revolver 75%, damage 1D10
* does *only knock-out damage.*
**Skills:** Climb 55%, Dodge 55%, Drive Automobile 55%, Fast Talk 45%, Hide 55%, Pick Pocket 25%, Sneak 55%, Spot Hidden 55%.

## • 413 •
## Esso Service Station

NE corner, Main and Garrison. The gas is the same price as at the Phillips 66 across the Miskatonic, but the service is ruder and the station dirtier. Despite this, the mechanic is slightly better. Open 7 A.M. to 6 P.M., Monday-Saturday.

*Special skills:* Mechanical Repair 82%, Electrical Repair 80%.

## • 414 •
## Gallery of Art

451 W Main Street. Andreas ver Hoven comes from New York and was educated in France. He displays whatever he feels has merit. He is a student of contemporary American art and owns one of the late Pickman's ghoulish works. Ver Hoven has a good level of sales, because he persistently hustles his collections in Boston.

Also an appraiser and art historian, he writes occasionally for the *Gazette.*

He frequently does restorations and, though that craft is not much advanced in his rather too-decisive hands, has several times perceptively removed an indifferent painting to reveal a minor masterpiece beneath.

*Special skills:* Art History 55%, Oils Restoration 65%.

## • 415 •
## Ace Alarms fie Lock-Safes

433 W Main Street. The company custom-installs electrical burglar alarm systems in businesses and homes, for $50 and up.

For $1 an hour Richard Henry Ace can scrape up a trustworthy watchman to patrol a business or the grounds of a house, but the men are of indifferent quality. On less than short notice, Ace can hire an off-duty officer from the Arkham police, for $2 an hour.

Ace carries a variety of fireproof files and safes, and can install fireproof (up to 2000°F) safes of up to 180 cubic feet, with doors of up to STR 130.

Ace is the only locksmith in town who will come to your house on short notice or at night.

## • 416 •
## E. Parrington, Gunsmith

417 W Main Street. Edward Parrington is a skilled gunsmith who can repair or custom-tool many sorts of firearms. He reloads bullets to order, and may joke about the time "some nut came in and ordered 20 solid-silver bullets, then never picked them up" (keeper's choice as to caliber). He stocks a variety of handguns, shotguns, and rifles, though never exotic weapons such as elephant guns. Unusual weapons requests are referred to Abercrombie & Fitch in Boston.

Parrington knows ways to get access to illegal automatic and heavy weapons, but would only indulge in such risky behavior for another Gun Club member who had a problem, such as Communist agitators at a factory, which calls for force.

*Special skill:* Machine Tools 45%.

*Arkham Gun Club:* Parrington is president of the upper-crust Arkham Gun Club (dues are $50 yearly, by invitation only), which often meets at his shop. Asa Nichols, the chief of police, is the treasurer this year.

Members have unlimited use of a shooting range northeast of Meadow Hill and invitations to a picnic in the summer, and sit-down game dinner in the fall. For each month's interval spent on the range with a particular caliber or gauge of rifle, pistol, or shotgun grants the investigator a 1D6 increase in skill, to a maximum of 50%.

## • 417 •
## Anderson's Furniture and Carpets

353 W Main Street. Fine furniture, rugs and draperies, established in 1869. Ben Anderson is interested by and has a personal collection of furniture such as writing desks which feature hidden compartments.

*Special skill:* Find Secret Door 73%.

## • 418 •
## Arthur Murray School of Dance

333 W Main Street. Learn all the latest steps. An eight-week course costs $20; at the end of that time the investigator gains Ballroom Dancing 15%. Additional improvement comes only from experience.

## • 419 •
## Pet Shop

321 W Main Street. Pure-bred puppies, parrots and canaries, and tropical fish are for sale, as well as supplies. This new enterprise is run by an outsider, Albert Cunningham.

Recently Cunningham sold several domestic animals before discovering that they were being used as sacrifices in a fraternity initiation. The rituals were held on the Unvisited Island in the center of the river.

The police were notified, the suspects suspended, and Cunningham is suing three of the families involved for civil damages under an obscure provision of Massachusetts drayage law intended to protect horses from mistreatment. Two of the defendant families, unnamed by police, are local and influential within the community. The incident has been hushed up so far. Cunningham has been gently warned that he should not broach the offenders' names in public—at least not until after the trial—and how he handles this matter in large part determines whether or not he succeeds or fails in Arkham.

*Special skill:* Zoology 40%.

## • 420 •
## Manelli's Music Store

307 W Main Street. Keeping his prices low because of a favorable lease, Manelli does a brisk trade in sheet music, phonograph records, pianos, violins, and clarinets. Ukuleles are falling from favor, even in Arkham. Alberto Manelli also gives vocal lessons, still popular among those with aristocratic fantasies.

Popular songs in 1928 include "I Can't Give You Anything but Love" and "Makin' Whoopee"; in 1929 look for "Star Dust", "Happy Days Are Here Again", and "Tiptoe Through the Tulips".

He was trained as a baritone in Italy, but forfeited his future when a tragic love affair forced him to flee the Old Country. He settled with relatives in Arkham.

Flamboyant and demanding of his students, Manelli yells and screams, breaks furniture, tears out his hair, or cries with joy when he teaches. Twice-a-week lessons cost a dollar an hour; for every six months that an investigator trains with Manelli, he or she may add 1D6 points to Sing, to a maximum of 50%.

## • 421 •
## Curios & Antiques

261 W Main Street. Run by George Tillinghast, younger brother of Edwin, the bookseller. Although brothers, and both members of the Arkham Historical Society and the Rotary, they have not spoken to each other since disputing a division of property in their father's will.

Tillinghast's store collection includes several fine antiques.

*Special skill:* Appraise Old Furniture 75%.

## • 422 •
## Optometrist

237 W Main Street. Bernard Evans performs eye examinations and prescribes eyeglasses. He ordinarily uses an optical service in Boston, but he can custom-grind lenses if investigators need and if they can supply the glass blanks.

*Special skills:* Optics 35%, Applied Optics 65%, Soothe Patient 55%.

## • 423 •
## Malloy's Timepieces

205 W Main Street. He stocks and repairs all types of clocks and watches. John Malloy, 55, has operated this shop since 1911 and is an avid collector of rare and antique timepieces. In his home is an odd coffin-shaped floor clock marked with strange hieroglyphs and bearing four hands. He obtained the clock from a private collection broken up for auction. For 12 years he has tried to learn something about the timepiece, to no avail.

## • 424 •
## The Radio Center

197 W Main Street. Owned by Robert Valencia, 29. He sells radios, phonographs, and records. In the back room he repairs and services A.M. radios. He owns a large short-wave radio and transmitter. He's an enthusiastic hobbyist who never stops learning.

*Special skills:* Electrical Repair 35%, Make Radio Tube

## • 425 •
## Fenner Avery, Tobacconist

185 W Main Street. Deals in imported tobaccos like fine Balkan Sobranje as well as domestic brands, and in pipes and cigars. For protection from rowdy youngsters, the traditional wooden indian stands just inside the front door.

## • 426 •
## Walters' Optics and Fancy Toys

131 W Main Street. Timothy Walters, 42 years old, sells fine cameras, microscopes, binoculars, and telescopes, as well as scale-model trains and ships, and superbly-painted toy soldiers.

Walters is an active amateur astronomer, a good friend of Prof. Billings at the University. His older brother, Harvey Walters, the celebrated New York mystic and scholar, occasionally visits Arkham, staying with Timothy in the latter's apartment.

One of Walters' telescopes is of an odd design (successful Physics or Astronomy roll to notice). Walters bought it cheaply at an auction. The accompanying manuscript (written in German) claims that the lenses were abnormal, but

when he tested the instrument Walters found nothing unusual (he didn't look in the right spots). Still, he considers it a collector's item and he will not part with it for less than $50.

Also an accomplished commercial photographer, Walters has evolved some dry-ice techniques of great value to astronomers, and might be able to help investigators to photograph what's usually unphotographable.

*Special skills:* Observational Astronomy 45% Optics 55%, Photography 75%.

## • 427 •
## E Waite, Goldsmith

478 W Church Street. He retails silver and gold jewelry, often set with precious stones. He can cast personal settings. He and the jeweller, Lazlo Caselius, do a lateral business together, with Waite purchasing gems from Caselius and Caselius ordering settings from Waite.

Waite moved here from Innsmouth in 1918, Caselius loaning Waite some of the money that started him up, and accepting some Innsmouth jewelry Waite brought with him as collateral.

Waite is still trying to pay the debt and recollect the pieces. He is nervous and fearful that someone from Innsmouth might discover that he has broken his trust and shown the pieces to strangers. Waite may or may not carry the Innsmouth taint: he is 34, and his hair is quite thin.

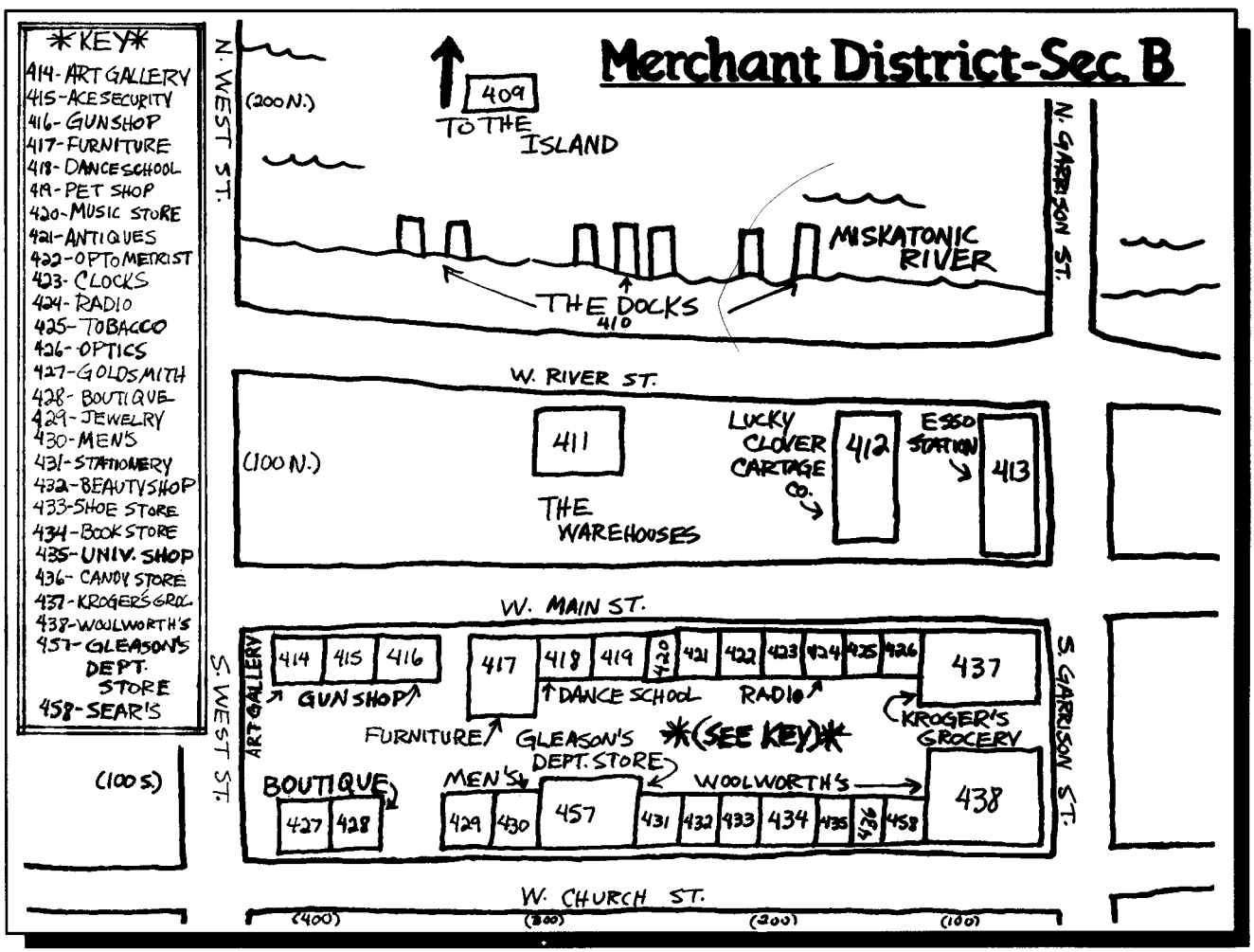
## • 428 •
## Hattie's Boutique

428 W Church Street. This store was opened in 1926 by the refined (though ill-born) Hattie O'Brian of Boston. Miss O'Brian is 42. She stocks the store with the latest fashions. She has enough of a knack at quiet flattery to meet broad approval in Arkham, and is expert with a needle.

## • 429 •
## Caselius's Fine Jewelers

388 W Church Street Good-quality to expensive jewelry using ready or custom settings. Although he does little of it these days, Lazlo Caselius is a trained stone-cutter. He is familiar with American and European antique jewelry styles.

In his displays are a few pieces of Innsmouth gold Caselius has on deposit from die goldsmith, Waite.



*Special skill:* Appraise Gemstone 75%.

### • 430 •
## Pike's Haberdashery

338 W Church Street. Clothing for men. All suits are individually tailored. Also has clothes for shooting and riding.

### • 431 •
## Gilman's Office Supplies

298 W Church Street. Stationery, fountain pens, pencils, office furniture, ledgers, adding machines, typewriters, and other supplies.

### • 432 •
## Miss Jenny's Beauty Parlor

288 W Church Street. Run by Jenny Aberstrom. Popular with younger women. They dress and cut ladies' hair. The town's barbers, all licensed, once unsuccessfully filed suit to staunch the latter competition.

### • 433 •
## University Shoe Store

268 W Church Street. Shoes for men and women. Repairs in the back.

### • 434 •
## Jaywil's Book Store

A large store devoted to new editions and textbooks, Jaywil's also has an active personal order business. Nearly 7,000 titles on a wide range of subjects are in stock. Regular shipments arrive from Britain and the Continent. The majority of their business is with Miskatonic's faculty and student body. Malvina Jaywil, 56, is the crusty, intelligent owner. Open 8:30 A.M. to 5:30 P.M., including lunch hour, Monday-Friday.

The year 1928 saw the publication of Aldous Huxley's *Point Counterpoint* and Lawrence's *Lady Chatterley's Lover* (the latter's widespread ban included importation into the United States). In 1929, Jaywil's will offer Hemingway's *A Farewell to Arms,* Faulkner's *The Sound and the Fury,* and Wolfe's *Look Homeward, Angel.*

### • 435 •
## The University Shop

224 W Church Street. Everything for the male Miskatonic U student—pennants, sweaters, blazers, boaters, banners, school ties, beer steins, embossed stationery, etc.

### • 436 •
## Marsh's Confectionery

172 W Church Street. Fresh candy by the pound or piece can be gotten here; there is a soda fountain.

### • 437 •
## Kroger's

SW corner of Main and Garrison. Brand-name canned and packaged goods at low prices. One of the first chain markets.

### • 438 •
## Woolworth's 5 & 10

110 W Church Street. Nothing in this store costs more than a dime, including household goods, books, candy, orders from the soda fountain, thread, needles, can openers, and so on.

### • 439 •
## Easterly Warehouses

North of Main Street, from Garrison to Peabody. These old wood warehouses are similar to their brothers west of here. Years ago they were converted to tenements and almshouses, and remain so today. Twisting alleys and lanes run between the structures. Some are built upon an old wharf once used to unload raw wool and cotton for the mills.

### • 440 •
## The Old Warehouses

North side of Main Street, from Peabody to West. Constructed in the early 19th century, these great brick Georgian-styled warehouses have stood next to the river for a century. Most are unused, although local businesses rent one or two for temporary storage from time to time. Lucky Clover Cartage has recently leased a large one.

Watermarks five feet above the ground can be seen on the sides of these buildings, scars from the flood of 1888.

### • 441 •
## Newsstand

SE corner of Main and Garrison. Although the two newsstands in town have much the same fare, the one nearer the campus is larger and carries more out-of-state newspapers. It also stocks a large number of confession, pulp adventure, and crossword puzzle magazines, all very popular. Open 6:30 A.M. to 5:30 P.M., Monday-Saturday.

### • 442 •
## Bell Cafe

132 E Main Street. A clean, friendly lunchroom featuring better-than-average cooking: breakfast 25-45 cents; lunch

50-60 cents. Comfortable booths line the back wall and front window, and there is a counter. Open 6 A.M. to 3 P.M., Monday-Friday.

### • 443 •
## Markwil's Theatrical Supply

148 E Main Street. Rent or buy costumes and purchase stage makeup, phony beards, moustaches, wigs, etc. Ben Woodward, who owns and operates the store, does regular business with the many local amateur productions. His supplies for stage effects includes flash powder, chemical fog, and rubber spider webs.

### • 444 •
## Church Street Cafeteria

NE corner of Church and Garrison. The cheapest place to eat south of the river. A meal of sorts can be had for as little as 15 cents. Open 5 A.M. to 2 P.M., Monday-Saturday.

### • 445 •
## Bryant's Apothecary

135 E Church Street. Mather Bryant, 61, has run this store for nearly forty years. Competition with the newish Walgreen's could leave business lean, but Bryant's old customers are loyal.

*Special skills:* Diagnose Poison 55%; Pharmacy 80%; Treat Poison 75%.

### • 446 •
## Taranowski's Bakery

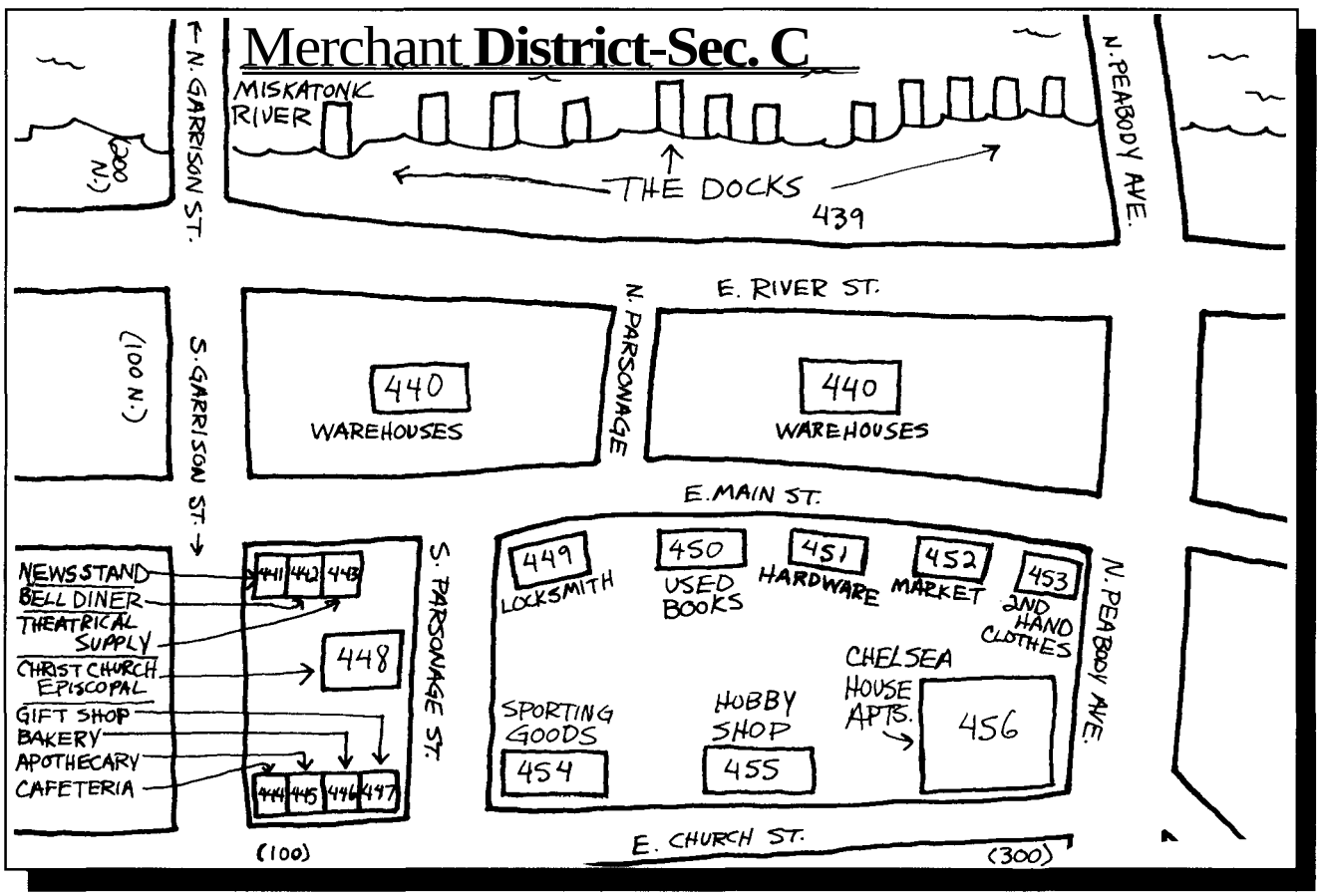
157 E Church Street. The second Taranowski's, and just as good. Baked goods and coffee. Open 5 A.M. to 2 P.M., Monday-Saturday, closed Wednesday.

Sheila Torsten, a bulky 22-year-old woman, works here. Unknown to family or co-workers, she belongs to the Evil Coven (see entry 1007).

### • 447 •
## Arkham Gift Shop

195 E Church Street. Knick-knacks, ceramics, fancy stationery, Mah Jong sets. Owned and operated by elderly, kindly Mrs. Edith Winkler who lives above the shop. A charming woman, Mrs. Winkler is admired by her friends for her courage in carrying on after Mr. Winkler ran off with a Southside floozie 20 years ago.

Unless first discovered by the investigators, when Mrs. Winkler passes on, the new owner of the property discovers the bodies of a man and a woman, victims of cyanide poisoning, buried in the basement.



## • 448 •
## Christchurch Episcopal

150 S Parsonage Street. This church was founded in 1792. The present stone structure has housed the worshipers since 1824. Father Archibald Bishop heads a prosperous and satisfied (even perhaps smug) congregation.

## • 449 •
## Caleb Markham, Locksmith

206 E Main Street. An Arkham native, 48, Markham makes keys, re-keys locks, sells and installs locks and other closures, including small wall safes. He'll come to your house, but "mebbe not for three-four days." He is an honest man, and never performs improper or illegal actions. He's expert at opening old chests and cabinets without damaging them. Markham has a ferocious temper. The shop is open 8 A.M. to noon, and 1-5 P.M., Monday-Friday.

*Special skill:* Pick Lock 82%.

***Employment Opportunity:*** Markham wants an apprentice. An investigator who helps out Markham for six months incidentally learns the following skills: Accounting 1D6%, Pick Lock 2D6%, Mechanical Repair 1D6%. Additional six-month stints increase each skill by the same amount, to a maximum of 50% in a particular skill. Markham expects 50 hours a week from an apprentice, for which he gladly pays $25 a week. Miss more than a few days of work, and he fires his apprentice.

## • 450 •
## Harden's Used Books

226 E Main Street. A shabby store with a pedestrian selection of used textbooks, cheap novels, and a century's-worth of religious tracts. Herbert Harden enjoys reading, but has no taste. There is a 5% chance per half-day search that an investigator finds a volume of interest. For 90% of the time, it's a book of value such as the signed Dickens first edition a lucky student walked out with last week for 25 cents; for 10% of the time, the find is a minor Mythos tome the investigator desires or at least does not have. Harden will not know what he is selling and lets it go for 1D100+10 cents.

## • 451 •
## B.F. Jones, Hardware

244 E Main Street. Nuts, eye-bolts, tools, rope, flashlights, magnets, cable, hooks, pipe, bolt-cutters, in one convenient location. Jones sells dynamite and caps to regular customers, but not to "strange foreign types up to no good".

## • 452 •
## Benson's Market

276 E Main Street. This long-time establishment still does a good business, but 61-year-old Jasper Benson finds himself hard-pressed to keep up with a new competitor, the Kroger store, on canned goods prices.

## • 453 •
## Bargain House Clothiers

390 E Main Street. A second-hand clothing store. For the destitute investigator or for the wise resident who appreciates a dollar.

## • 454 •
## Stewart's Caravan

211E Church Street. Owned and operated by 32-year-old Gerald Stewart, this store caters to campers and hikers, activities much in vogue as motor-car ownership widens. Includes tents packed into small trailers.

## • 455 •
## F&M Trains and Toys

233 E Church Street. A fairly recent addition to the area, F&M opened last fall featuring a line of electric trains, square-rigged ships, paper biplanes, chessboards, dolls, wooden and metal toys, and so forth. Owned and operated by Dean Martelle of Quebec and Clell Flint, Scotland.

## • 456 •
## Chelsea House Apartments

267 E Church Street. This apartment building is three stories high and offers clean four-room apartments with private baths for $65 a month. Bobby Sills, henchman to Danny O'Bannion, lives on the second floor.

## • 457 •
## Gleason's Department Store

310 W Church Street. Four floors of clothing, appliances, furniture, books, toys, tools, bedding, etc. Gleason's offers prices somewhat lower than other Arkham merchants in exchange for less-personal service. The company owns a large delivery truck and a smaller van.

## • 458 •
## Sears-Roebuck Catalog Store

168 W Church Street. Miss Henrietta Harrison, 41, manages this small storefront. Things not findable in Arkham can be ordered from Sears. Allow 1D6 days for delivery of small items, and 1D2 weeks for large items.

KEEPER ENTRIES . . . . . .
. . . . . .
. . . . . .
. . . . . .
. . . . . .
. . . . . .

. . . . . .
. . . . . .
. . . . . .
. . . . . .
. . . . . .
. . . . . .

# Rivertown

## Neighborhood 5

This section of town lies partially on the north face of French Hill, which slopes steeply toward the Miskatonic River before flattening at River Street.

Inhabitants south of River Street tend to be French-Canadian or East European, the population becoming more and more Irish as the hill ascends.

This is the old trade district of Arkham. Long-time outlets such as the Arkham General Store remain here. Many of Arkham's skilled tradesmen, native and immigrant, here combine homes and shops. The houses are modest, old, and built tightly along the streets. Most are sited with their ends to the street, the front doors opening onto small courts or lanes that lead to the streets.

### • 501 •
### The Shore

Rivertown. Between River Street and the Miskatonic stand empty, long-abandoned mills. A few of Arkham's poorest live among the crumbling structures, sharing space with hoboes and an occasional petty criminal. With its twisting dark alleys and foreboding doorways, even the police venture in cautiously.

***Greg the Monster:*** no one knows Greg's real name, or where he came from. He frequents the riverbanks and wherever he can find edible garbage. Immensely overweight, the people who know of him wonder how he manages to stay so huge. Time spent investigating the loss of family pets, small farm animals, and the occasional missing child might yield insight into that mass.

The man is very quiet, never speaking unless spoken to. All conversations are short and grudging. He lives in a culvert which once emptied into the river but was blocked off by later construction. Bony remnants from his meals lie at the bottom of the river.

In attacks, if he manages either to knock his victim unconscious or kill him, he then drags the body into his lair and immediately begins his victory meal.

#### Greg the Monster, Age 29

STR 14 CON 12 SIZ 19 INT 9 POW 13

DEX 12 APP 6 EDU 5 SAN 13 HP 15

**Damage Bonus:** +1D6
**Weapons:** Grapple 80%, damage special
Fist/Punch, 60%, damage 1D3+1D6
Sit* 40%, damage 1D6+1D6
**Greg's target must first be knocked down for this attack. After the first round of Sit, damage is automatic each round, unless the victim gets a successful opposition of his/her STR against Greg's SIZ on the resistance table.*
**Skills:** Dodge 45%, Listen 65%, Sneak 50%, Spot Hidden 40%, Track 20%.

### • 502 •
### Arkham General Store

421 E Main Street. Besides the general run of merchandise, the General Store is a major outlet for liquor supplied by Lucky Clover Cartage. Some local home-brewers supply a limited amount of keg beer (much less profitable than whiskey, and heavy to handle), of which the General Store sells a good many barrels to University fraternities.

The proprietor, Rider Adams, also sells firearms, ammunition, and dynamite. There are no regulations concerning purchase, though storage of dynamite within city limits is regulated by ordinance dating to 1866, when a souvenir cannonball from the seige of Petersburg blew away Eliot Olney's mantelpiece, chimney, and bedroom wall. The store is open 6 A.M. to 6 P.M., Monday-Saturday.

### • 503 •
### The East Church

444 E Main Street. This brick structure, built in 1842, is owned by Miskatonic University and serves as the University Chapel. Non-denominational Protestant services are held here on Sundays for the student body.

### • 504 •
### Eleanor Peabody Charity Home

174 S Powder Mill Street. This is a charity home for the destitute elderly. Funded by the late Eleanor Peabody's estate.

### • 505 •
### Arley's Boat & Bait

Foot of French Hill Street. Bert Arley will rent you a rowboat or canoe for $1 a day, and throw in a can of worms to boot. The current on the Miskatonic is usually slow, especially when the tide is in, and a relaxing row up and down the river may be just the thing. Don't get too near the deserted island and don't linger too long around the old warehouse leased by Lucky Clover Cartage.

Arley occasionally rents boats to the bootleggers. Living in his shack on the dock, he's well aware of their activity.

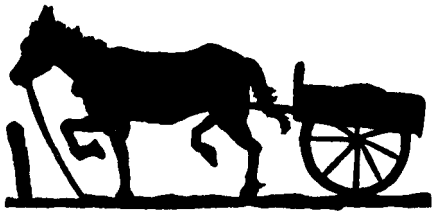
A short time back he rented boats to college students traveling to the Unvisited Island. He didn't know anything about the animal sacrifices, but he's been dragged into the police investigation.

Bert Arley

### • 506 •
## Gregor Weilder, Glassblower

191 N French Hill Street. He brought this trade with him from Europe. He is nearly 60, stout and powerful, and speaks with a thick middle-European accent. He is married and lives in the rear portion of the building that serves as his shop.

*Special skill:* Blow Glass 85%.



### • 507 •
## Arkham Printing

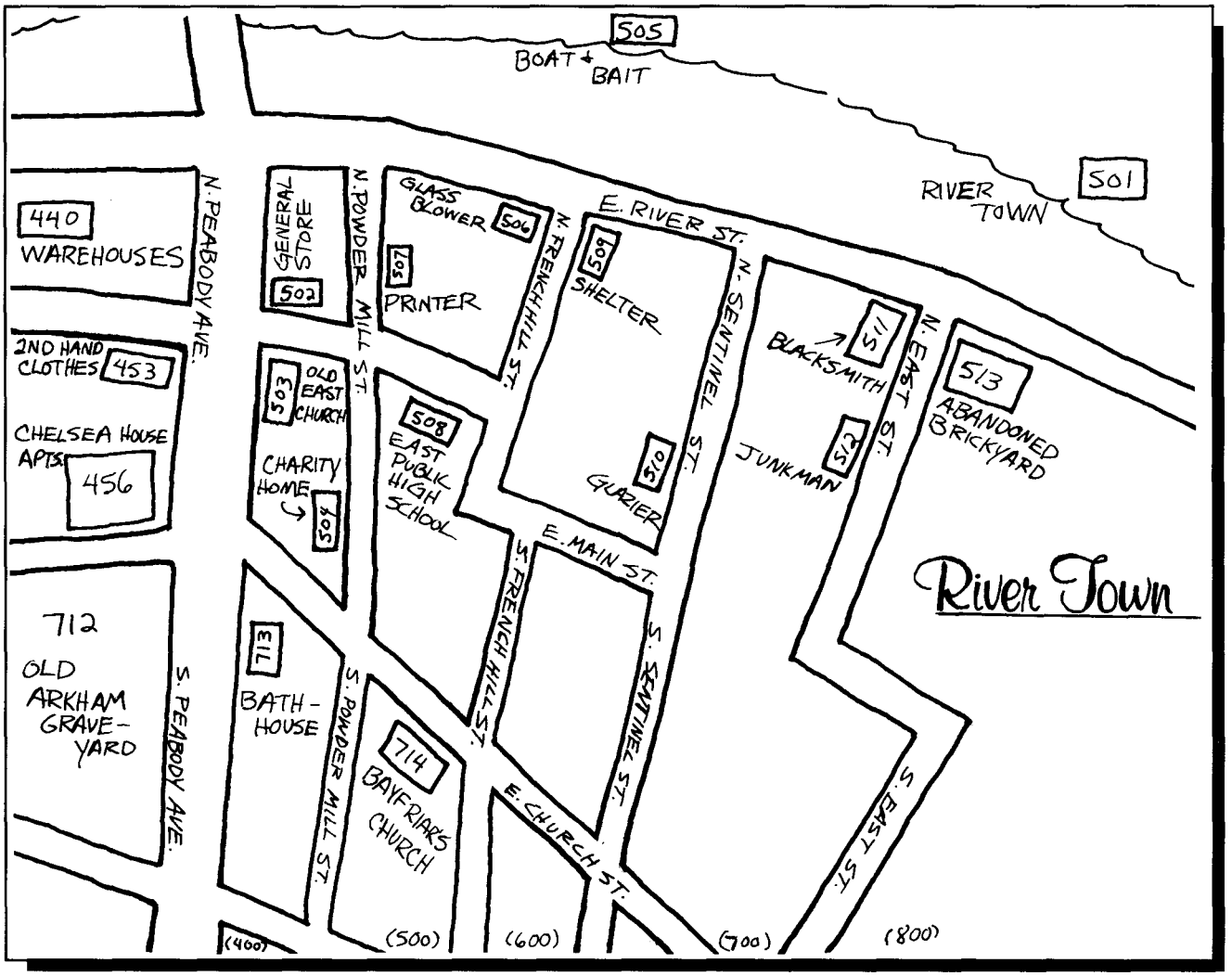
106 N Powder Mill Street. Specializes in flyers, stationery, business cards, etc. Quick service.

### • 508 •
## East Public High School

550 E Main Street. Principal Eldon Jenkin, 55, keeps strict discipline over the ethnically-diverse student body. The high school team name is the "Musketeers". Arkham's second high school, East was established in 1902. Joel Manton, who accepted the post of Superintendent of Schools in 1926, was the former principal.

### • 509 •
## Beacon of Hope Settlement House

608 E River Street. A Baptist charity for the destitute, a person can shelter here until finding work. One room is for men, and another is for women. Prayers, supper, a blanket, and a cot are provided. This makes a good if unappealing



hide-out, though the police occasionally inspect here to learn who's new.

### • 510 •
## G. Schmidt, Glazier

137 N Sentinel Street. Gunther Schmidt emigrated to Arkham shortly after the end of the Great War. He operates his shop out of the lower floor of this building while he and his family occupy the second.

Schmidt is a skilled craftsman trained in stained glass work and has done extensive restoration work in three different Arkham churches.

Two years ago, following a suggestion from the minister of the First Baptist Church, he inspected the crumbling mansion of Alijah Billington and chanced to gaze through the strange, prismatic window in the second floor study. He was shaken by the event (he saw something moving) and although he does not think he would return for a second look, he is fascinated by the existence of the window. If investigators raise the subject, he may be willing to speak about it.

*Special skill:* Deploy Glass Artistically 80%.

### • 511 •
## Blacksmith

SW corner of East and River. Though he doesn't shoe as many horses as he used to, semi-retired Jacob Asker still does a lot of trailer hitches and other ironwork to order. People know that they can get quick service from him, and that his hasps and gates and tongues either last or get fixed for free.

In a paddock he keeps four saddle horses, which he rents out from time to time.

### • 512 •
## Hiram the Junkman

211 N East Street. Hiram, about 60, makes daily the rounds of Arkham in his wagon. His horse, Nessie, wears a hat with holes cut for her ears. As they plod along alleys and back streets, he is ever-vigilant for sellables; he also hauls trash to the dump for a small fee.

In the 40-odd-years he's ridden the byways of the town, he has witnessed many strange things, and found even stranger things in certain people's trash, which he may remember for a small fee. He also knows some details of the local bootlegging operation, and his regular inspection of folks' garbage tells him who the best customers are.

The junkman, while friendly, always poses as a dolt. Whether or not investigators can get anything out of him depends on their skillful persuasion. He has a special fondness for peach brandy and friendly company; perhaps an evening with him could be well-spent.

### • 513 •
## Dunham's Brickyard

500 E River Street. Closed since 1912, the yard was once second only to the University as the major Arkham employer. The brickyard's buildings are boarded up and decaying. One shack has an intact roof.

***The 'Finns:*** the name's derived from *Sean Finn,* a reference mostly lost on present members of the group, who even spell it*fins.)* They follow O'Bannion's operations with great interest; the talented and the obedient can look forward to jobs from him as they mature.

Gang members indulge in petty thievery and an occasional burglary, but there's not much to buy in Arkham, and there's no fence here who'll trust kids. Mostly they gather on corners and in vacant lots, and talk and posture.

The Irish gang feels safest in most of the French Hill district, while the Italians favor the lower Southside east of Garrison and south of Pickman.

The 'Finns have recently made a headquarters in an abandoned shack in Dunham's brickyard. The Rocks often congregate around the Southside Gym, for the moment regarded by both gangs as neutral territory. For the Italian gang, see entry 720.

### Street Punk: Typical 'Finn-Boy

| | | | | |
|---|---|---|---|---|
| STR 11 | CON 14 | SIZ 10 | INT 12 | POW 11 |
| DEX 14 | APP 11 | EDU 7 | SAN 65 | HP 12 |

**Damage Bonus** +0

**Skills:** Climb 50%, Dodge 40%, Fast Talk 20%, Hide 30%, Lie Creatively 20%, Sneak 25%, Spot Hidden 35%, Strut 40%, Throw 45%.

**Weapons:** Fist/Punch 55%, damage 1D3
Throw Rock = Throw skill %, damage 1D4
Kick 30%, damage 1D6
Grapple 35%, damage special
Small Club 35%, damage 1D6
Small Knife 30%, damage 1D4

**KEEPER ENTRIES** . . . . . .
. . . . . .
. . . . . .
. . . . . .
. . . . . .
. . . . . .
. . . . . .
. . . . . .
. . . . . .
. . . . . .

# Campus
## Neighborhood 6

The campus area is an Arkham showplace. Landscaped and kept immaculately clean, the University grounds are a cool and shady place for a summer walk. Almost all of the

University's buildings are found here, including the hospital and the field house.

Like the merchant district, the campus is on low ground which noticeably climbs only south of College Street.

North of Crane Street and west of West Street is a block of substantial residential homes, designed in the Georgian/Federalist style. Many of these large homes are no longer residences, but are maintained as offices by the University or other organizations. This block is as well-groomed as any part of the campus.

College Street contains, besides campus buildings, many old family homes that have been converted to apartments and boarding houses, where live most of the Junior and Senior men who do belong to fraternities.

West of Boundary Street are blocks of older, more modest residences. Hill Street is an unlit dirt road underlain by a foundation of ancient rotting timbers, poking up through the road in places. Residents here lack sewers, and draw water from one of three public wells along the street. This very rustic section of town contains many 17th century homes, and the families of the inhabitants have lived in them for ten generations and more, datable to the first settlement of Arkham.

### • 601 •
## Miskatonic Valley Veteran's Home

224 S Boundary Street. Supported by community and church funds, this home houses the worst of Arkham's war casualties. Triple and quadruple amputees abound; faces ruined by shrapnel gaze piteously; bodies rotted by poison gas sometimes drift ghostlike across windows and disappear.

### • 602 •
## Southwest Transformer Station

322 S Boundary Street. This transformer station controls power to all parts of Arkham south of the river and west of Garrison St. Unmanned, it's dangerous, and enclosed by a high fence. Once entered, an investigator needs a successful Electrical Repair roll to shut off power here, and darken this part of town. An Electrical Repair roll result of 00 gives 8D6 electrical damage to the investigator.

### • 603 •
## Arkham Public High School

665 W Church Street. Grades 9-12 meet here from the first Monday in September till the second Friday of June.

The student body contains more old Arkham family names than the more diverse East High. The school's team name is the "Commanders".

***Anita Pierce:*** named principal here by Joel Manton shortly after he became superintendent, she's widely respected by her students and the more open-minded portion of the community. One of only a handful of New England women to hold such a post, Pierce still experiences opposition to her appointment and must often defend her policies at school board meetings.

### • 604 •
## Whitechapel Mortuary

581 W Church Street. It offers most services, though no facilities for cremation exist. Embalmment has become a requirement for burial in Arkham, after much controversy and much to the discomfort of religious groups backing various theories of physical resurrection.

### • 605 •
## Miskatonic Athletic Association

602 Crane Street. This men's club was formed in 1920 as a solution to Prohibition, and membership is by invitation only. Of the 80 or so members, most are businessmen, professionals, or tenured professors from the University. The small mansion is open from 3 P.M. to 10 P.M. six nights a week.

Social drinking, cards, billiards, and conversation are the major activities; drunkenness is cause for expulsion. A member adds 1D6 to his Credit Rating by belonging.

Cost of joining is $200 plus monthly dues of $10; drinks at the bar are 25 cents.

### • 606 •
## Nathaniel fie Wingate Peaslee

588 (formerly 27) Crane Street. A fine home with large, well-kept grounds, the residence of Professor Nathaniel Wingate Peaslee and his son, Professor Wingate Peaslee.

### • 607 •
## Jonathan Edwards Hall (LL&A Building)

270 S West Street. Construction continues on this imposing brick building, intended to house the new School of Language, Literature, & the Arts. Foundation, frame, and roof are completed, and work now concentrates on the interior. Furnishings will be supplied in late spring, and the facility opens to instruction for the Fall 1929 semester.

### • 608 •
## Axton Field House

378 S West Street. Named for past great football coach Peter "Dump" Axton, this field house was constructed in 1920, two years after Axton's untimely death at the wheel of a car. Coach from 1908-1918, Axton brought three championships to the University, and was very active in Arkham civic projects. A saddened alumni quickly raised the funds and named the structure in his honor.

The field house is open from 7 A.M. to 6 P.M., Monday-Friday, and by arrangement other times. All the coaches and staff have keys. Facilities are technically closed to the public, but no one much cares who uses them unless they become rowdy or interrupt classes.

Facilities include classrooms, offices, a pool, squash and handball courts, a basketball court, mats, and gym equipment. Adjacent outdoor facilities include a quarter-mile track with a practice field inside, and two well-used clay tennis courts. The baseball team uses the Arkham High School field or The Commons field. The main athletic field, including the football field and bleachers, is a mile and more west of town.

An investigator who receives track or gymnastics training for a semester increases by 1D6 points any one of the following skills: Climb, Dodge, Jump, or Throw, to a maximum of 50%.

An investigator who receives swim training increases his or her Swim skill by 1D6 points, to a maximum of 50%.

Similar programs for boxing (increase Fist/Punch by 1D6), fencing (increase Saber, Rapier, or Foil by 1D6), wrestling (increase Grapple by 1D6), shooting (increase Rifle by 1D6), and other skills of the keeper's choice exist, all trainable to a maximum of 50%.

Instruction may be individual or as a class member. Fees should vary, and be somewhat arbitrary.

***Department of Physical Education:*** this healthily-endowed department is headed by Mr. Donald Kanum, the director. On the staff are football coach Flip Parkinson, basketball coach Adam Hopkins, gymnastics and fencing coach Henry Cartwright, and Douglas Arthur for track and

# MISKATONIC UNIVERSITY DIRECTORY

*This directory lists entries in the "Guide to Arkham". Complete University listings would be much longer.*

### *University Buildings, Landmarks, etc.*

Athletic Field . . . . . 1004
Axton Field House . . . . . 608
Tyner Science Lab . . . . . 613
Copley Bell Tower . . . . . 614
Dean Halsey Statue . . . . 616
Dormitory, East . . . . . 619
Dormitory, West . . . . . 618
Exhibit Museum . . . . . 624
Faculty/Grad. Residence . 621
Garage . . . . . 707
Hoyt Admin. Building . . . 625
Laundry . . . . . 610
Liberal Arts Building . . . . 615
Library . . . . . 623
LL&A Building . . . . . 607
Locksley Hall . . . . . 617
President's House . . . . . 622
School of Medicine . . . . 609
Science Hall . . . . . 612
St. Mary's Teaching Hospital . . . . . 611
Upham Hall (Women) . . . 620

### *Administration*

Dr. Harvey Wainscott, President . . . . . 625
Dr. David Edmund, Vice-President . . . . . 625
Miss Ruth Ellen Whitby, Registrar . . . . . 625
Dr. Chester Armwright, Dean, School of Medicine . . . . 609
Dr. W.E. Cameron, Dean, of Physical Sciences . . . . . 612
Dr. Conrad Miller, Dean, Biology . . . . . 612
Dr. Lawrence Abbott, Dean, Applied Sciences . . . . . 612
Dr. William Dyer, Dean, Natural Sciences . . . . . 612
Dr. Peter Crownin, Dean, Language, Literature, Arts . . . 615
Dr. Harvey Wilcox, Dean, History/Soc. Sciences . . . . 615
Dr. Henry Armitage, Director, University Library . . . . . 623
Mr. William Llanfer, Asst. Director, University Library . . . 623
Dr. Hiram Upham, Chairman, Astor Department of Mathematics . . . . . 612
Dr. Waldron, Campus Physician . . . . . 611
Mr. Donald Kanum, Director, Department of Physical Education . . . . . 608
Mr. Robert Bradbury, Director, Department of Facilities & Grounds . . . . . 608

### *Schools and Departments*

*School of Biology . . . . . 612*
Dean Miller, Dr. Conrad
Angley, Dr. Robert
Lake, Dr. Percy
Warden, Dr. Alex
Peaslee, Dr. Wingate

*School of Applied. Sci. . . 612*
Dean Abbot, Dr. Lawrence
Ellery, Dr. Dewart
Hayes, Dr. Hamline
Pabodie, Dr. Frank H.
Woodbridge, Dr. Gammell

*School of Languages, Literature, and the Arts . . . . . 615*
Dean Crownin, Dr. Peter
Ames, Dr. Swanson
Eastman, Dr. P.G.
Goddard, Dr. Arthur
Kilbraith, Dr. George
Peabody, Dr. Allen
Rice, Dr. Warren
Rosen, Mr. David
Shalad, Dr. Moamar
Turner, Mrs. Alice
Whitman, Dr. Stanley
Wilmarth, Dr. Albert N.

*School of Nat. Sciences . . 612*
Dean Dyer, Dr. William
Billings, Dr. Morris

*School of Phys. Sciences* 612
Dean Cameron, Dr. W.E.
Atwood, Dr. Donald
Greeley, Dr. Archibald
Shear, Dr. Harold

*School of History & Social Sciences . . . . . 615*
Dean Wilcox, Dr. Harvey
Ashley, Dr. Ferdinand C.
Bethnell, Dr. Abram
Fen, Dr. Martin
Freeborn, Dr. Tyler M.
Morgan, Dr. Francis
Peaslee, Dr. Nathaniel
Westgate, Dr. Anthony

**The following departments fall within various Schools of the University.**

*Ancient History*
Dr. Ferdinand C. Ashley . 615
*Anthropology*
Dr. Abram Bethnell, Chr. . 615
Dr. Tyler M. Freeborn . . . 615
*Archaeology*
Dr. Francis Morgan, Chr. . 615
*Astronomy*
Dr. Morris Billings, Chr. . . 612
*Botany*
Dr. Robert Angley . . . . . 612
*Chemistry*
Dr. Harold Shear . . . . . 612
*Classical Languages*
Dr. Warren Rice, Acting Chairman . . . . . 615
Dr. Aaron Chase, Chr. . . 615
*Economics and Sociometrics*
Dr. A. Westgate, Chr. . . . 615
Dr. Wingate Peaslee . . . 615
*Electrical Engineering*
Dr. Hamlin Hayes . . . . . 612
*Engineering*
Dr. Lawrence Abbott . . . 612
Dr. Frank H. Pabodie . . . 612
Dr. Gammell Woodbridge 612
*English*
Dr. Peter Crownin . . . . . 615
Dr. P.G. Eastman, Chr. . . 615
Dr. Albert N. Wilmarth . . . 615
Dr. Swanson Ames . . . . 615
Dr. Stanley Whitman . . . . . 615
*Fine Arts*
Dr. Arthur Goddard, Chr. . . 615
David Rosen, Res. Artist . 615
Mrs. Alice Turner, Director 615
*Geology*
Dr. William Dyer . . . . . 612
*History*
Dr. Martin Fen . . . . . 615
Dr. Ferdinand C. Ashley . . 615
*Mathematics*
Dr. Hiram Upham, Chr. . . 612
*Metallurgy*
Dr. Dewart Ellery . . . . . 612
*Modern Languages*
Dr. Allen Peabody, Chr. . . 615
*Oriental Studies*
Dr. Moamar Shalad, Chr. . 615
*Philosophy*
Dr. George Kilbraith . . . . 615
*Physical Education*
Donald Kanum, Director .608
Douglas Arthur . . . . . 608
Henry Cartwright . . . . . 608
Adam Hopkins . . . . . 608
'Flip' Parkinson . . . . . 608
*Physics*
Donald Atwood . . . . . 612
*Psychology*
Dr. Alex Warden . . . . . 612
Dr. Wingate Peaslee . . . . 612

field. As the seasons progress and one sport eclipses another, head coaches in one sport become assistant coaches in another.

***Department of Facilities and Grounds:*** in a corner of the Field House is the maintenance division of the University, headed by Robert (Bob) Bradbury, 56, a former civil engineer. Bradbury is an easy-going, bald-headed man with a staff of nearly 20, who clean, paint, clip, hammer, and oil the University's physical assets. Bradbury also manages the University's garage, entry 707, and the athletic field, entry 1004.

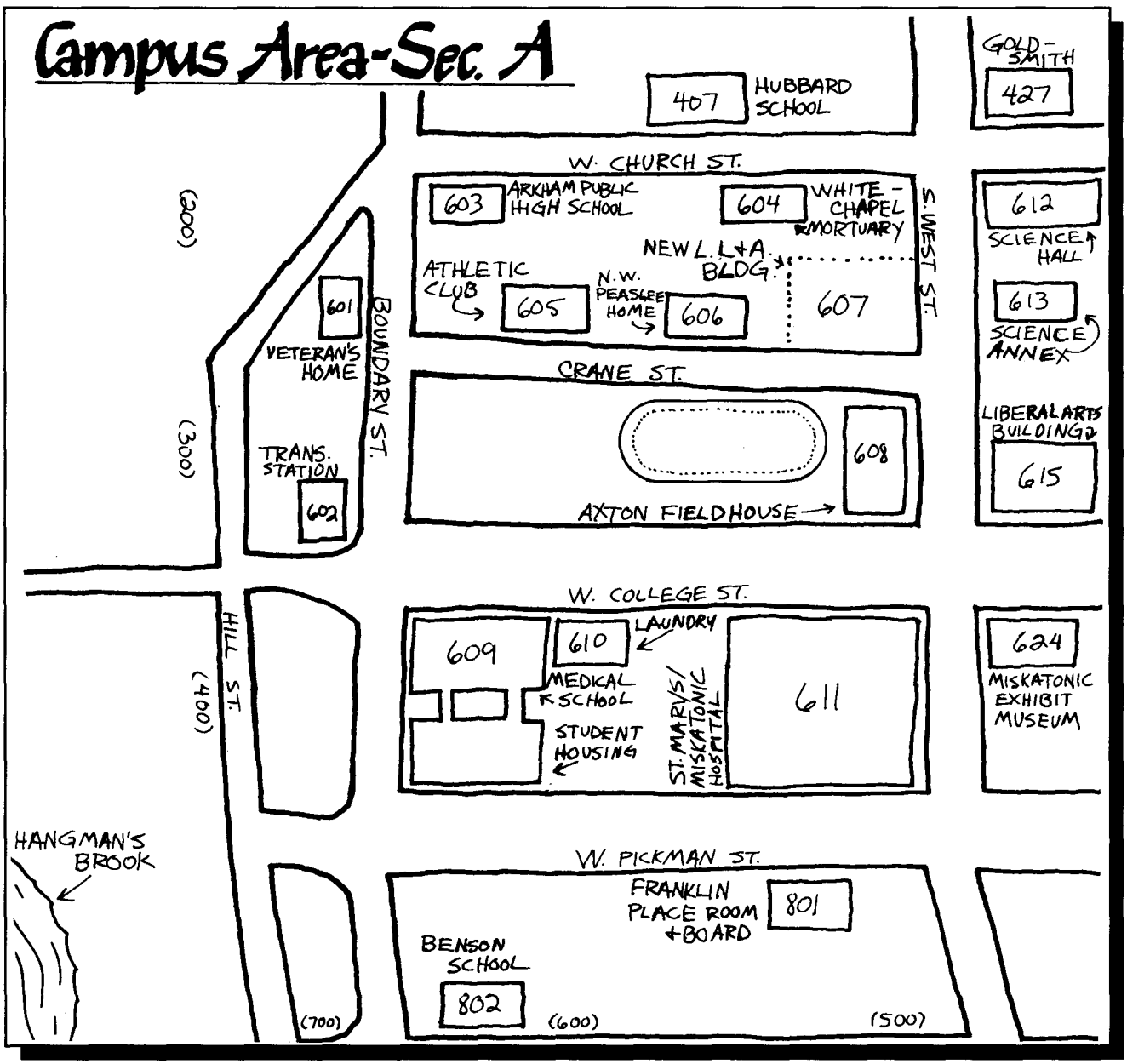
## • 609 •
## School Of Medicine

676 W College Street. This three-story structure, completed in 1910, sits adjacent to and connects with St. Mary's Teaching Hospital. Several wings have been added, and the structure now sprawls over most of the block. It is a short walk to intern quarters on Pickman Street.

Over the years the School of Medicine and the hospital have intertwined: for instance, the head of the medical school now serves double-duty as chief administrator for St. Mary's Hospital.

Facilities include pharmacy and pathology labs, an extensive medical library, and modern dissection/autopsy labs. The Essex County Coroner and Arkham's own Medical Examiner often make use of the autopsy room and morgue; they're the best this side of Boston.

Misfiled somewhere in the library are some early notes of student Herbert West. While not granting any Cthulhu Mythos knowledge, they may dearly cost the reader who learns about West's early experiments with animal seg-



ments and parts. See the scenario "A Little Knowledge" for details.

As most medical schools continue to be, the School of Medicine's philosophy of mental disorders is rigidly psychiatric and interested only in serious illnesses. Students train at Arkham Sanitarium.

*Dr. Chester Armwright, Dean of the School:* a graduate of Miskatonic University, *53* years old, he was acquainted with Herbert West in medical school, just after the turn of the century. Armwright is an avid hunter and a member of the Arkham Gun Club.

### Dr. Chester Armwright, M.D.

STR 12 CON 14 SIZ 15 INT 17 POW 16

DEX 13 APP 15 EDU 24 SAN 88 HP 15

**Damage Bonus** +1D4

**Weapons:** .45 Revolver 55%, damage 1D10+2
.30-06 Rifle 70%, damage 2D6+3
20-Gauge Pump Shotgun 75%, damage 2D6/1D6/1D3

**Skills:** Chemistry 35%, Credit Rating 75%, Diagnose Disease 70%, First Aid 80%, Latin 15%, Library Use 50%, Pharmacy 40%, Treat Disease 65%, Treat Poison 45%.

## • 610 •
## Laundry and Steam Plant

611 W College Street. Industrial capacity; does linens, etc., for the University dorms, med school, and hospital. Some odd things, bundled in sheets, might turn up here.

The steam plant supplies heat and emergency electricity for much of the University, especially the hospital.

## • 611 •
## St. Mary's Teaching Hospital

450 S West Street. This is Arkham's only hospital. It has 165 beds and operates a 24-hour receiving room. The School of Medicine provides all the residents and interns; doctors with private practices in the area are associated staff. A doctor who is expelled from hospital association has effectively had his Arkham career ended.

An establishment rock-ribbed in its Protestantism, the hospital changed its name at the behest of the last will and testament of Mrs. Mary Elliot Wharton, an Episcopalian, who left the trustees $150,000 for a new wing in 1892.

The campus physician is Doc Waldron; his infirmary and office are in the basement of Science Hall. See entry 612, subhead "Campus Physician".

## • 612 •
## Science Hall

Miskatonic Campus. Constructed in 1859, then rebuilt in 1899, Science Hall stands three stories high, with hot and stuffy offices another floor higher, pushed into the garret. The first floor and basement are occupied by large lecture halls and the School of Biology. The Schools of the Physical and the Natural Sciences, and the department of Mathematics share floors two and three, and they all share portions of Tyner Annex, together with the new School of Applied Sciences.

*Astor Department of Mathematics:* so called after receiving a long series of contributions and endowments from Benjamin and Athena Astor.

Dr. Hiram Upham chairs the department, which also supports three associate professors, four graduate assistants, and a secretary, in a sumptuous style envied by every other faculty member on campus. The department is not large enough to be a school but, since its funding is independent, it has equivalent freedom and prestige.

The department is pleased to provide mathematical liaison with other departments, but its creative impulses curve toward topology and extra-dimensional explorations.

Upham teaches advanced mathematics and numbers among his students the brilliant Walter Gilman. Upham has noticed the young genius's recent nervous problems (mainly acquired since moving into the Witch House) and has suggested the young man take some time off to relax and recuperate.

*School of the Physical Sciences:* essentially the departments of chemistry and physics, aiming to give every undergraduate a sound education; upper division and graduate classes explode in many directions, from the implications of quantum theory to the synthesis of exciting new hydrocarbon compounds.

The Dean of the School of Physical Science is Dr. W.E. Cameron, 48. Dr. Archibald Greely, 62, takes special pleasure in guiding courses such as quantitative and qualitative analysis which are often geared to pre-med students. Dr. Harold Shear heads the Chemistry department.

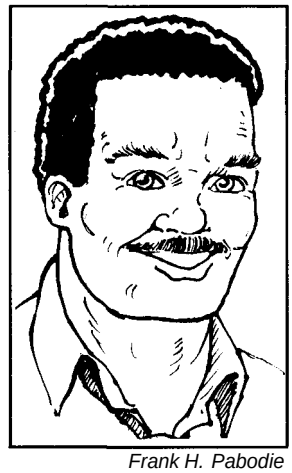
Professor Donald Atwood, a physicist turned meteorologist who really should be in the School of Natural Sciences, has recently been chosen to participate in the upcoming Miskatonic expedition to the Antarctic. Wilmarth and Armitage persuade him to read portions of the *Necronomicon* before the expedition leaves.

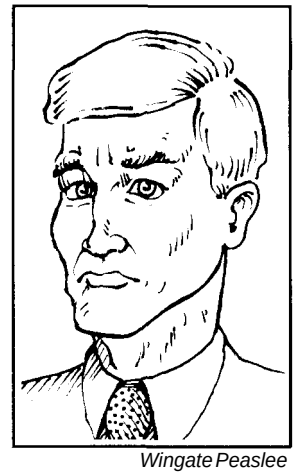
*School of Biology:* in 1954, this large department transforms into the School of Life Sciences. Areas of emphasis include anatomy, general biology, some biochemistry, botany, zoology, animal behavior, and human psychology. The head of the school is Dr. Conrad Miller, 58 years old.

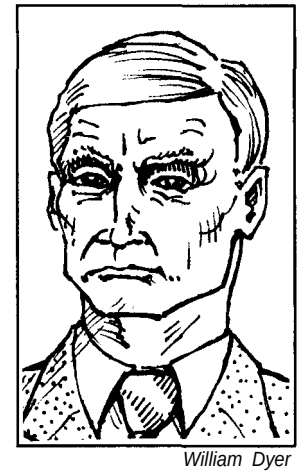
Among the staff is 31-year-old Professor Percy Lake who is slated for the forthcoming expedition to the Antarctic. Wilmarth and Armitage, trusting him, have (or will) confide their fears to Lake. Lake, because of this, reads the *Necronomicon.*

The botanists operate a small greenhouse attached to the south side of the building. One, 29-year-old Professor Robert Angley, has raised eyebrows with his active opposition to the proposed reservoir project. Angley uses the arguments of altered ecologies and endangered species, al-

Donald Atwood


Frank H. Pabodie


Wingate Peaslee


William Dyer

though those concepts lack the supporting evidence available later in the century. He may take some of his students on a weekend field trip to the area of the Blasted Heath.

Assistant Professor Alex Warden presses radical proposals such as mass parapsychological screening, much to the faculty's amusement and aggravation. Warden, unknown to anyone, belongs to the Eye of Amara Society.

Wingate Peaslee, son of economist Nathaniel Wingate Peaslee, was the only member of the elder Peaslee's family to not desert the man after his strange psychological attacks. His father's problems led young Wingate, in his early thirties, into psychology. Peaslee is scheduled to accompany the University expedition to Australia and, among other things is a skilled airplane pilot. He owns his own plane and keeps it stored in the hangar of Arkham Airfield.

## Wingate Peaslee

STR 15 CON 16 SIZ 15 INT 17 POW 16

DEX 15 APP 15 EDU 19 SAN 79 HP 16

**Damage Bonus** +1D4

**Weapons:** Fist/Punch 65%, damage 1D3+1D4
Grapple 55%, damage special

**Skills:** Cthulhu Mythos 2%, Drive Automobile 60%, First Aid 55%, Library Use 75%, Occult 15%, Photography 65%, Pilot Aircraft 80%, Psychology 80%, Spot Hidden 55%

***School of Applied Sciences:*** headquartered in the new Charles Tyner Laboratory Annex, the Dean is Dr. Lawrence Abbott, an engineer by training. The school represents his ambitious dream of a science fully interactive with modern society.

Dominant among the disciplines are engineering, electrical engineering, civil engineering, and metallurgy.

Metallurgist Dr. Dewart Ellery will test and fail to identify the metal in a statuette of an elder thing brought to him by mathematics student Walter Gilman. This mysterious piece eventually finds its way into the Miskatonic University Exhibit Museum.

In engineering, the rising star is Frank H. Pabodie, who is presently running final tests on a powerful new drill of his own radical design. The drill will take geological core samples during the upcoming Antarctic expedition. He has also designed fuel-warming and quick-start devices for the airplanes they are taking with him. Pabodie, 32, is one of the members of this expedition contacted by Wilmarth and Armitage in regards to what might be found at the bottom of the world. Pabodie reads parts of the *Necronomicon* at their urging.

Faculty-member Prof. Woodbridge, 36, has spent time with Robert Goddard, the liquid-fuel-rocket proponent. Woodbridge occasionally launches experimental rockets from a field south of town.

Electrical engineer Dr. Hamlin Hayes, a young man despite his thin white hair, is presently developing special storage batteries better-resistant to the intense cold of the Antarctic.

***School of Natural Sciences:*** an experimental grouping of disciplines like geology, paleogeology, paleontology, astronomy, ethnography, oceanography, and meteorology. Some, such as Geology, are full-fledged disciplines; others, like oceanography, are the merest shadows of what they will become.

The head of the school is Dr. William Dyer, 50 years old, also the leader of the upcoming Antarctic expedition. He later leads the University expedition to western Australia. Dyer, who has had discussions with Wilmarth and Armitage, has read the *Necronomicon.*

Dr. Morris Billings, 28, is the University's token astronomer, teaching two observational and two theoretical astronomical courses each semester, and helping out the Physical Sciences people with a course there in ballistics. The department owns a well-mounted eight-inch reflector that is kept in the athletic field house, and Billings is keen to get a five-inch refractor for planetary and lunar observation. He founded and leads the Arkham Astronomical Society, featuring field trips as nature allows and occasional lectures. For every six months of active membership, an investigator may raise his or her Astronomy score by 1D6%, to a maximum of 50%.

Doc Waldron

***Campus Physician:*** **Dr.** Cecil Waldron is 69-years old, originally from Boston. He runs the campus infirmary, a job suitable for a semi-retired man, and has an infirmary and office in the basement of Science Hall.

Doc Waldron administers aspirin, and takes care of sprains, cuts, minor skin rashes, and other matters unsuitable for St. Mary's receiving (emergency) room. He has twice treated Walter Gilman, taking note of the student's nervous behavior and recommending that the young man take a break from his studies.

*Special skills:* Diagnose Disease 75%; Pharmacy 65%; Tell Pointless Stories 45%, Treat Disease 65%.

## •613•
## Charles Tyner Science Annex

Miskatonic Campus. The building houses the School of Applied Sciences, along with advanced experimental labs for physics and chemistry. The science annex was constructed eight years ago and named after Miskatonic graduate Dr. Charles Tyner, who, working for a succession of large corporations, made significant discoveries.

An auxiliary powerhouse within the annex provides the large electrical loads called for by some experiments.

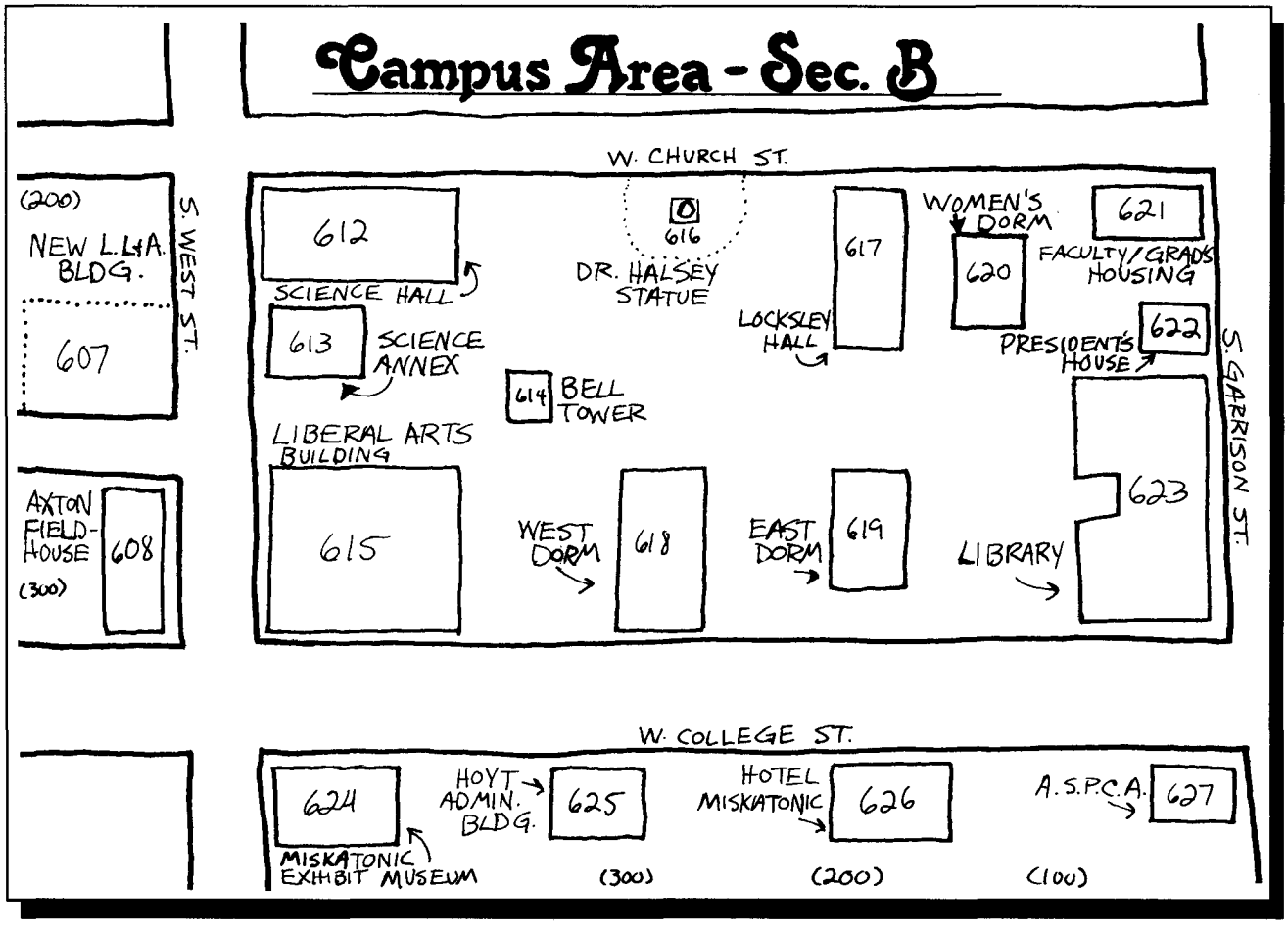
## • 614 •
## Copley Memorial Bell Tower

Standing eight stories high, this neo-gothic stone tower was built in the memory of three sons who perished in the Civil War. The tower is the tallest structure south of the river.

## • 615 •
## Liberal Arts Building

Miskatonic campus. Constructed in 1861, four stories high, this is the last year the old building houses the School of Languages, Literature, and the Arts. It will be renovated in 1929-1930, turned into new dormitory space renamed Herber Hall. With the Depression, it stands half-empty for many years.

***School of Languages, Literature, and the Arts:*** the first floor is occupied by offices and classrooms dedicated to the massive English Department; other departments fit in on



*Moamar Shalad*

*Albert N. Wilmarth*

upper floors as they may. Dr. Peter Crownin, a former professor of English, is Dean of the School.

• Department of Modern Languages: chaired by Dr. Allen Peabody, an expert in Romance languages. Extensive coursework in French and German is available, with some classes in Spanish, Italian, and Russian. One-year introductions to tongues such as Japanese or Mandarin Chinese are sometimes offered.

• Department of Classical Languages: offers courses in classical Greek, classical and medieval Latin, and an introduction to Hebrew or Aramaic on alternate semesters.

Professor Warren Rice, witness to Wilbur Whately's death as well as the Dunwich Horror itself, is acting chairman while Dr. Aaron Chase recuperates from a heart attack. Rice is 48, has an iron-gray beard and hair, and is stockily built.

*Special skill:* Cthulhu Mythos 15%.

• Department of Oriental Studies: a new department created by Miskatonic's young president, Dr. Wainscott, this tiny department actually concerns what we would now call the Middle East. The chairman, Dr. Shalad, is expert in Arabic, Persian, Urdu, and Sanskrit, and occasionally offers courses in Middle Eastern history, philosophy, art, and culture.

Shalad is a taciturn, private man, 50 years old. He has acquired some Mythos knowledge and is familiar with the *Necronomicon* and its history, and has aided other faculty members in their study of that terrifying book. He has several times consulted the Miskatonic Library's copy. Dr. Armitage suspects the man's motives.

Dr. Shalad is presently teaching a special course in medieval metaphysics, with emphasis on the difficulties of translation from Arabic originals, that numbers Asenath Waite among its most interested students.

## Moamar Shalad, Scholar

STR 12 CON 14 SIZ 13 INT 15 POW 15
DEX 14 APP 14 EDU 21 SAN 52 HP 14

**Damage Bonus** +1D4
**Weapons:** First/Punch 60%, damage 1D3+1D4
Saber 45%, damage 1D8+1D4
**Skills:** Anthropology 25; Arabic 85%, Archaeology 20%; Astronomy 10%; Cthulhu Mythos 12%; History 35%; Library Use 75%; Occult 15%; Persian 70%, Sanskrit 60%, Urdu 45%.

• Department of English: the aging Dr. Eastman is interim chairman; already there is talk of his retirement and the name of Albert N. Wilmarth, senior professor in the department, has been mentioned as his replacement.

Though there are a handful of historically-oriented literature classes at the graduate level, most readings are done in conjunction with the extensive composition classes which seek to enliven and perfect student expression and style. There are also some descriptive linguistics courses analyzing or codifying (depending on the instructor's bent) the grammar, structure, and transformations of English, and a solitary theoretical course seeks to discover the underlying principles of all language, taught by Dr. Stanley Whitman, 49.

The department also guides Miskatonic University Press, and the publishing and printing of books is now a substantial activity. Dr. Swanson Ames, 51, oversees the work. Ames is also responsible for publication of the student newspaper, the *Miskatonic University Crier.* He reads every line of copy, and wields a notoriously capricious blue pencil. He hates the student editor, Howard Penobscott.

Albert N. Wilmarth: his recent discoveries in Vermont have left him shaken. He has developed a close relationship with Dr. Armitage and the two of them spend a great deal of time together researching their separate experiences in Dunwich and Vermont. This diversion of Wilmarth's energies may undo his chance for the chairmanship.

Aside from his knowledge of language and letters, Wilmarth is also a learned New England historian and a member of the Arkham Historical Society. Harvard-educated, he was born and raised in Arkham and is presently master of the family home at 118 Saltonstall Street.

## Albert N. Wilmarth, Scholar

STR 11 CON 11 SIZ 11 INT 17 POW 13
DEX 10 APP 13 EDU 19 SAN 51 HP 11

**Damage Bonus +0**
**Weapons:** none.
**Skills:** Credit Rating 65%; Cthulhu Mythos 12%; Local History 50%; Library Use 75%; Psychology 35%; French 65%; German 60%; Latin 40%; Classical Greek 45%.

• Department of Fine Arts: headed by Dr. Arthur Goddard, the department has a few practice and theory courses, as well as classes in historical styles of European art and architecture modeled from Ruskin. Much of the department's efforts are devoted to the creation of cultural events for the University.

In music it fields an enthusiastic string quartet, a small orchestra, and several choruses and choirs. Much of this activity occurs without grant of academic credit.
Artist-in-Residence: David Rosen, an academic but technically-accomplished oil painter and sculptor executes University commissions as they arise. He has worked here most of the decade. In March and April of 1925, Rosen was beset by a series of powerful dreams concerning cyclopean structures, sunken cities, and the dreaming dead. His attempts to work off the dreams through painting and sculpture were to no avail; although he produced his most powerful works, the strain forced him to take a medical leave of absence. Since his return he has had no further problems.

• University Marching Band: an unofficial volunteer group unconnected with and in fact despised by Fine Arts people because of their propensity for public drunkenness and rowdy behavior.

• University Players: though there are no drama classes or other such trade-school intrusions at the University, the department maintains a resident director of theater, Mrs. Alice Turner, whose task is to yearly present six worthy stage plays for the edification of the community, beginning in November of the year. Cast and crew are volunteers, and receive no academic credit for their work. All must be University students, faculty, staff, or their relatives.

Presentations must include "one play from the classical Greek theater, two works from the reign of Elizabeth, one stage play written by an American living or dead, one work written by a European living or dead, and one new play written by a member of the University community, which may be a farce."

• Philosophy Department: a one-man affair, nearly out of touch with the rest of the universe: 61-year-old Dr. George Kilbraith teaches as if Henri Bergson was the only philosopher since Thomas Aquinas. Kilbraith also offers a hopelessly muddled class in formal logic.

*School of History & the Social Sciences:* this school occupies portions of the Liberal Arts building. Its dean is Dr. Harvey Wilcox, a historian.

• Department of History: Dr. Martin Fen, 53, heads the department. He's an expert in European history since Napoleon. Though large in quantity of course, much of the department is given over to required courses in Commonwealth and United States history.

• Department of Ancient History: though presently without a chairman, specialist Ferdinand C. Ashley, 36, is expected to accompany the upcoming expedition to Australia.

• Department of Anthropology: despite chairman Abram Bethnell's extensive education and familiarity with the 12 original volumes of *The Golden Bough* and the rather ingenuous works of Margaret Murray, he has not the slightest inkling that the Cthulhu Mythos exists.

*Francis Morgan*

The youngest member of the department is Professor Tyler M. Freeborn, scheduled to accompany the planned Miskatonic expedition to Australia.

• Department of Archaeology: archaeology is a young science and still too headline-hungry to have a good academic reputation. The youngish Dr. Francis Morgan is chairman and the only full-time member of the department; he dreams of establishing rigorous methods and standards for all archaeological digs, so that the past is not irrevocably lost.

Morgan was one of the three people who actually viewed the corpse of Wilbur Whately. Soon after, he accompanied Prof. Rice and Dr. Armitage to the village of Dunwich, where he experienced the true Horror. He is athletic, skilled with firearms, and a veteran of expeditions to primitive locations. He is currently taking flying lessons at the Arkham Airfield and is a member of the Arkham Gun Club.

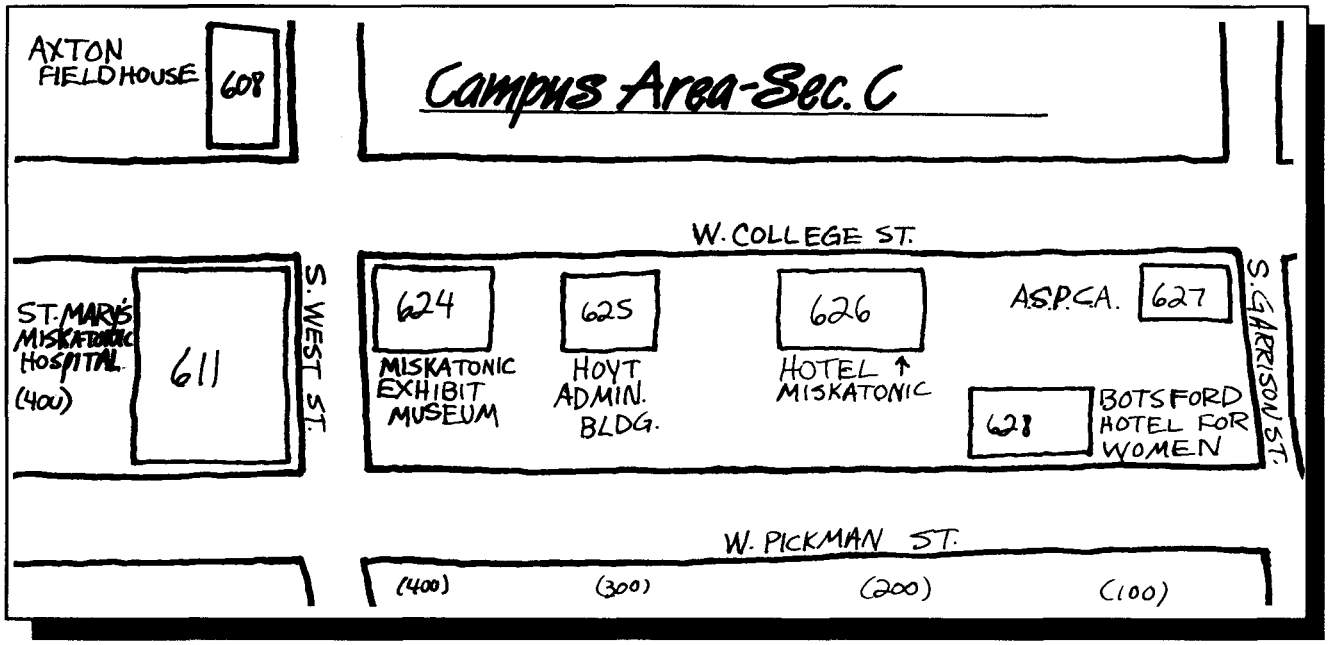
## Francis Morgan, Scientist and Adventurer

| | | | | |
|---|---|---|---|---|
| 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/Punch 75%, damage 1D3+1D4
Head Butt 35%, damage 1D4+1D4
Kick 25%, damage 1D6+1D4
Grapple 75%, damage special
.45 Revolver 55%, damage 1D10+2
.30 Semi-Automatic Rifle 80%, damage 2D6+3
20-Gauge Pump Shotgun 75%, damage 2D6/1D6/1D3
**Skills:** Abenaki Artifacts 45%, Anthropology 15%, Arabic 40%, Archaeology 75%, Assyrian Cuneiform 35%, Climb 60%, Cthulhu Mythos 14%; Dodge 45%; Drive Automobile 55%; Egyptian Hieroglyphics 70%, Egyptology 60%, First Aid 45%; Hebrew 35%, Hide 20%; Jump 40%; Listen 35%; Make Maps 20%; Operate Heavy Machinery 25%; Pilot Aircraft 45%; Ride 45%; Sneak 15%; Swahili 65%, Spanish 45%; Spot Hidden 65%; Swim 45%; Throw 45%; Track 10%; Treat Poison 15%.

• Department of Economics and Sociometrics; this department teaches economics as a theoretical science rather than a business course, but does emphasize as it can the friction of reality. Great reliance is placed upon governmental statistics and independently-developed information and methods. Harvey Cox has been active in gathering global statistics which might be used by investigators to trace worldwide patterns of large-scale Mythos activities.

Dr. Anthony Westgate is department chairman, but he still defers to Dr. Nathaniel Wingate Peaslee who, until 1908, was department head.



*Nathaniel Wingate Peaslee*

Peaslee, who resides at 590 *(formerly* 27) Crane St, is on indefinite medical leave from the University but still acts as an advisor and maintains an office in the building. His work is now devoted to wide-ranging research in a number of subjects.

hi August of 1908, while teaching a class in political economy, Peaslee was stricken by a strange amnesia that lasted until 1913. He returned to work for a short time in 1914 but retired soon after, complaining of an inability to concentrate. During this time he was, of course, possessed by one of the Great Race of Yith who used Peaslee's body for research and to make travels across the globe.

Peaslee, through dreams, has come to recall some of this. Due to these dreams, and despite his medical history and advanced age of nearly sixty, he has asked to accompany a Miskatonic-backed expedition to Australia planned in the next few years.

*Special skill:* Cthulhu Mythos 6%.

### • 616 •
## Statue of Dean Halsey

Miskatonic campus. Commissioned in 1906 and erected two years later, the grateful citizens of Arkham subscribed to and paid for this statue, honoring the beneficent doctor's contributions, and his final sacrifice during the plague of 1905. The statue is nine feet high and stands upon a carved Carrara marble pedestal seven feet tall, gazing benignly upon Church Street. A small garden surrounds it, complete with benches and pigeons.

### • 617 •
## Locksley Hall

Miskatonic campus. A graceful red-brick Georgian structure, built in 1779, it's the oldest building on campus. Along with the present 250-seat auditorium, Locksley Hall also contains offices and conference rooms.

### • 618 •
## The West Dormitory

Miskatonic campus. The West Dorm was built in 1888 and while far from luxurious, it is heaven compared to nearby East Dorm—Hell East, as many say. It is occupied by upperclassmen and a few sophomores.

### • 619 •
## The East Dormitory

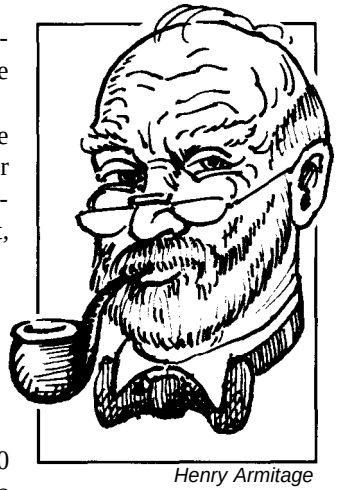
Miskatonic campus. Built in 1863, everyone calls it Hell East, because of noise, commotion, a faulty heating plant, drafty doors and windows, and inadequate plumbing. Freshman men must live here, unless living at home in Arkham.

### • 620 •
## Dorothy Upman Hall

Miskatonic campus. Constructed in 1879, this is the women's dorm. Dorothy Grace Upham, near the end of her life in 1875, offered the trustees a notable bequest should women, for the first time, be admitted to Miskatonic Uni-

versity. Part of the monies accepted then went to build the edifice named after her.

Female scholars must live here until age 30, or with their families, or with their husbands. The building is neat, clean, and cheap.



*Henry Armitage*

## • 621 •
## Faculty/Graduate Residence

Miskatonic campus. In 1910 the building was converted to its present use as a residence for bachelor faculty, graduate students, and visitors. A porter controls access to the building 24 hours a day.

## •622•
## The President's House

Miskatonic campus. A hideous neo-classic residence built in 1892. Wainscott has begun to mutter about building something better, but has no funds for the task. For more about Wainscott, see entry 625.

## • 623 •
## University Library

Miskatonic campus. The gem of the University, a repository for over 400,000 carefully chosen books and pamphlets. This three-story Gothic structure was built of native granite in 1878, replacing a smaller wooden building.

Although the marble halls are cold and drafty, the library is well lit by tall, arched windows that allow maximum light to penetrate an otherwise dreary structure. The library is open 8 A.M. to 9 P.M., Monday-Friday; 10 A.M. to 6 P.M. on Saturday; 1-6 P.M. Sunday the reference room is open.

The mastiff chained near the front steps still stands guard at night, and Armitage has convinced the board of trustees that more security is needed. The University has asked Dick Ace to install an expensive electric burglar-alarm system.

The director of the library is, of course, Dr. Henry Armitage, A.M., Miskatonic; Ph.D., Princeton; Litt.D., Cambridge. Armitage is 73, white-bearded, and lives with his wife, Eleanor, in their home at 348 W High Street. He has directed the library since 1906 and knows its secrets better than anyone.

Although long its caretaker, Armitage did not realize the significance of the *Necronomicon* until after he met Wilbur Whately, the strange young man from Dunwich. After Whately was killed by the library's watchdog while attempting to steal the *Necronomicon,* Armitage was led to discover its secrets. Accompanied by Prof. Rice and Dr. Morgan, also of the University, he traveled to Dunwich and there met and, with the aid of strange magicks, defeated Wilbur Whately's terrible twin.

The aged Armitage's health has been damaged by his experiences in Dunwich. He is presently under the close care of his physician and taking medication for a weakening heart.

### Dr. Henry Armitage, Man of Letters

STR 11 CON 8 SIZ 12 INT 18 POW 16

DEX 10 APP 13 EDU 24 SAN 55 HP 10

**Damage Bonus** +0

**Weapons:** none.

**Skills;** Cryptography 75%, Cthulhu Mythos 18%, Debate 75%, French 80%, German 70%, Greek 68%, History 65%, Latin 75%, Library Use 95%, Literature 75%, Occult 25%, Oratory 55%, Psychology 48%.

*Wilfred Llanfer:* Armitage's assistant director. He is professional and competent but knows nothing about the Cthulhu Mythos. Armitage may take him into his confidence.

***General Holdings:*** bound periodicals and University records are stored in the basement.

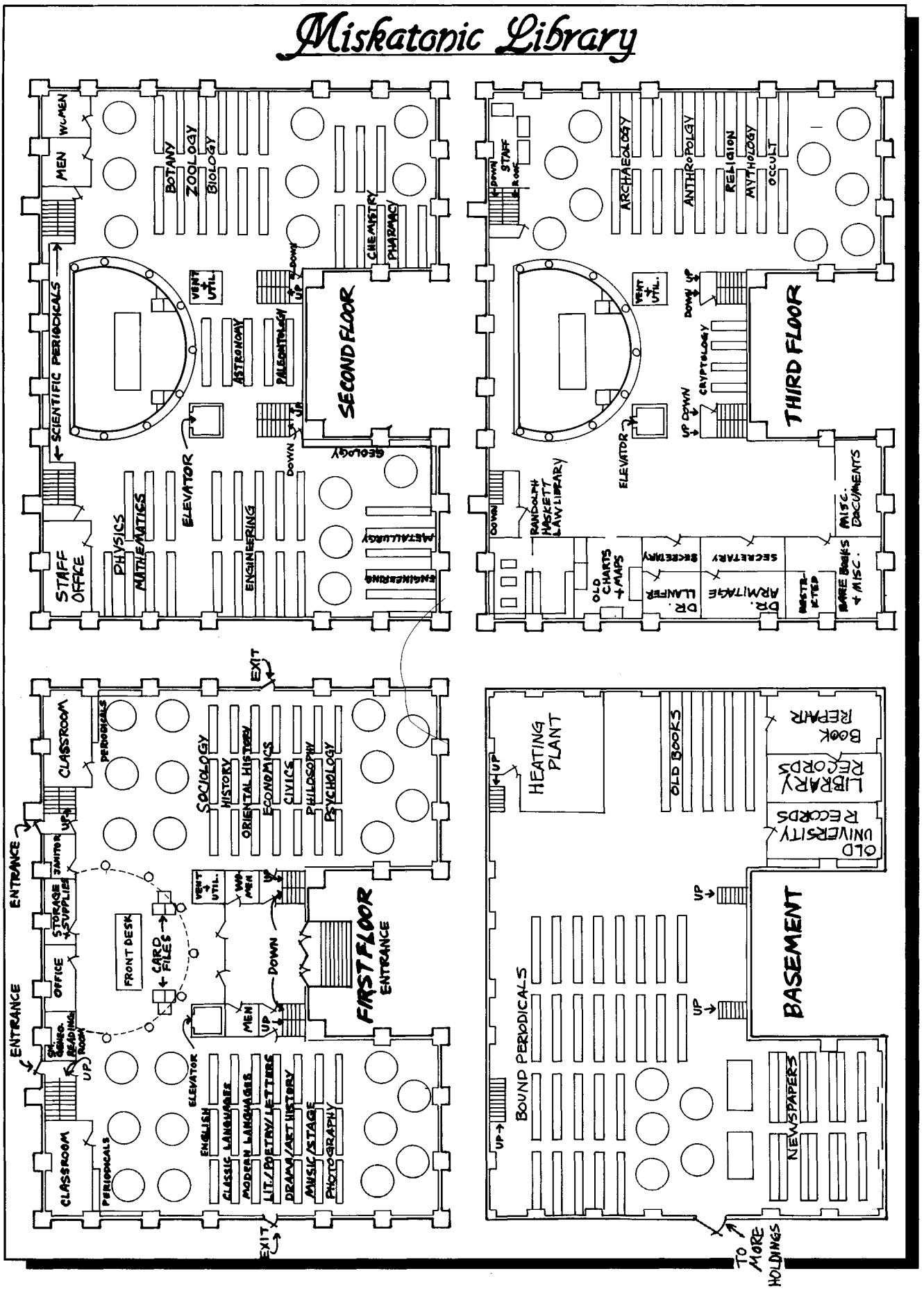
The library has near-complete collections of the Arkham *Gazette* and the Arkham *Advertiser* (and the latter's predecessors), though the disastrous Miskatonic flood of 1888 destroyed portions of this collection, including the Arkham *Gazette,* 1845-1858 and 1864-1868; the Arkham *Advertiser* for the years 1851-1863; the *Arkham Bulletin* 1823-1826; and the *Miskatonic Valley Gleaner* for the years 1830-1831. There are also bound volumes of the *Aylesbury Transcript* (1844-present), the *Innsmouth Courier* (1833-1846), *"Kingsport Chronicle"* 1829-present, and the *Newburyport Correspondent* (1839-present).

The major book holdings are contained on the upper floors of the building.

***Mythos Holdings in the Library:*** Armitage has shared his secrets with only a few but is actively pursuing knowledge about the Mythos. He has restricted access to the *Necronomicon* (as well as other books) and is concerned about the special course in medieval metaphysics presently being taught by Dr. Shalad. Having compared his experiences with those of Albert Wilmarth, he justifiably fears strangers who wish to see this book.

In the anthropology section are the complete original 12-volume edition of Frazer's *The Golden Bough* and also *Witch-Cults in Western Europe.* Justin Geoffrey's *People of the Monolith* and Edward Derby's *Azathoth and Others* can be found with other American poets.

The catalog lists *Thaumaturgical Prodigies in the New England Canaan* but the copy has been misplaced and cannot be located. Wilmarth is presently trying to track it down and, if he finds it, will have Armitage place it in the upstairs vault and add it to the restricted list.


Miskatonic Library
SECOND FLOOR
WOMEN
MEN
BOTANY
ZOOLOGY
BIOLOGY
CHEMISTRY
PHARMACY
SCIENTIFIC PERIODICALS
VENT + UTIL.
ASTRONOMY
PALEONTOLOGY
DOWN
UP
ELEVATOR
GEOLOGY
STAFF OFFICE
PHYSICS
MATHEMATICS
ENGINEERING
METALLURGY
THIRD FLOOR
STAFF ROOF
ARCHAEOLOGY
ANTHROPOLGY
RELIGION
MYTHOLOGY
OCCULT
CRYPTOLOGY
RANDOLPH HASKETT LAW LIBRARY
OLD CHARTS + MAPS
DR. LLANFER
DR. ARMITAGE
SECRETARY
RESTRICTED
MISC. DOCUMENTS
RARE BOOKS + MISC.
FIRST FLOOR
ENTRANCE
EXIT
CLASSROOM
PERIODICALS
SOCIOLOGY
HISTORY
ORIENTAL HISTORY
ECONOMICS
CIVICS
PHILOSOPHY
PSYCHOLOGY
JANITOR
STORAGE + SUPPLIES
OFFICE
SM. GENEO. READING ROOM
FRONT DESK
CARD FILES
ENGLISH
CLASSIC LANGUAGES
MODERN LANGUAGES
LIT./POETRY/LETTERS
DRAMA/ART HISTORY
MUSIC/STAGE
PHOTOGRAPHY
BASEMENT
HEATING PLANT
OLD BOOKS
BOOK REPAIR
LIBRARY RECORDS
OLD UNIVERSITY RECORDS
BOUND PERIODICALS
NEWSPAPERS
TO MORE HOLDINGS

Other Mythos titles discovered by Armitage have been pulled from the shelves and are presently in the vault. He has systematically gleaned the library in search of these items and has placed most of them on the restricted list. "Restricted" means that Armitage must personally approve the reader who is to study or handle the listed book, and that the book must be read under the watchful eye of a trustworthy staff-member.

Prior to the Dunwich Horror the library already possessed one of the five known copies of the *Necronomicon* in Latin translation, as well as a fabulously-rare original edition of the *Unausprechlichen Kulten* and a slightly worn copy of the *Book of Eibon.* With permission of Whately family heirs, Armitage took possession of Wilbur Whately's library. It included a ragged John Dee translation of the *Necronomicon,* a copy of the *Pnakotic Manuscripts,* and the Latin *Liber Ivonis,* along with a number of other volumes. Wilbur Whately's diary, which Armitage once vowed to burn, is still in his possession and kept locked in his desk drawer, along with his decoding notes and translations. Although he continues to work on the translation of the diary, he allows no one to read his notes.

At a high price, Armitage has acquired a copy of the *Cultes des Goules* and is currently bargaining with a strange correspondent in France for a copy of *De Vermiis Mysteriis.* (Armitage might need to send someone abroad to retrieve the book).

Also restricted are both of Dr. Laban Shrewsbury's books, *Cthulhu in the Necronomicon* and *An Investigation into the Myth Patterns of Latter-Day Primitives with Especial Reference to the R'lyeh Text* (+4% to Cthulhu Mythos knowledge, 1D6 SAN to read, spell multiplier x1). And the *Eltdown Shards,* a questionable translation of strange markings found on clay shards discovered in southern England, published in 1913, has also been restricted.

***Material Still Unrestricted:*** Armitage has not identified some pamphlets and reports pertinent to the Mythos.

There is a copy of the very rare Eli Davenport monograph of 1839, a collection of old folk and Indian legends regarding the activities of the Fungi in New England.

A transcript exists of a sermon preached in Dunwich in 1747 by the Rev. Abijah Hoadley. The pastor railed against the well-known rumblings in the ground, claiming them to be the work of the devil (Reverend Hoadley disappeared soon after delivering the sermon).

An 1882 report made by Miskatonic professors regarding the meteorite that fell on the Gardner farm that year draws no conclusions but lists alarming evidence.

In 1902 the University conducted a ground survey in the Dunwich area, attempting to explain the strange ground rumblings that have been heard in the area for centuries.

Recent and current copies of the *Journal of the American Psychological Society* contain articles written by Professor Peaslee of the Economics department, written in regard to his strange amnesia and the odd dreams that he subsequently suffered.

Finally, Armitage has forgotten the *Celaeno Fragments,* a manuscript deposited by Dr. Laban Shrewsbury shortly before his mysterious disappearance in September of 1915.

## • 624 •
## University Exhibit Museum

687 W College Street. Constructed in 1902, this building is open to the public 10 A.M. to 6 P.M., Tuesday-Saturday. Among the exhibits is a large natural history section including a mounted "brontosaur" skeleton and many other, smaller fossils. A series of halls contain geological samples, stuffed animals, and dramatic dioramas concerning primitive man. (Fraternity legend holds that a date's interest in these latter, somewhat under-clothed scenes betrays her enjoyment of other primitive behavior.)

Examples of Innsmouth jewelry can be found in the Folk Arts section. According to the story "Dreams in the Witch House", this year the museum also gains a small metal miniature of an Elder Thing, broken by Walter Gilman from the balcony railing of a prehuman city.

After the collapse of the Witch House in 1931, and aside from books and papers turned over to the library, the museum acquires an oddly-fashioned sacrificial bowl and knife, a small statue of an Elder Thing made from an odd blue stone, and the misshapen skeleton of Brown Jenkin.

## •625•
## Hoyt Administration Building

333 W College Street. This three-story structure, built in 1912, overlooks much of the campus. The first floor is used mostly for information, registration, and counseling (and contains the offices of the student newspaper) while the second floor holds the bulk of administering staff. The third floor contains the offices of the president, vice-president, staff, and some class or conference rooms. The building is open 8 A.M. to noon, and 1-5 P.M., Monday-Friday.

A semester's tuition at Miskatonic costs $455 a semester. A dormitory room costs $25 a semester. Three meals daily at a dormitory cafeteria cost $87.25 per semester.

Miskatonic University has welcomed a certain number of women since 1879, and small numbers of church-sponsored students from China, Africa, and Polynesia, but 95% of the student body are white Anglo-Saxon Protestant males, usually linked with well-to-do, often-local families.

The University takes seriously its *in loco parentis* duties, prescribing student hours and behavior in detail. Curfews at 10 P.M., strict segregation of the sexes, and enforcement of school traditions are normal to the time, but perhaps far-fetched to those who must fend for themselves in looser eras. Students who fail to rise when their instructor enters the classroom may be expelled, for instance. When not in classroom or library, an unruly student may be confined to his or her room, and a system of proctors and hall monitors sees that this is done.

Faculty and staff must not be merely competent, but must be of sound morals and reputation. Those who become entangled in bizarre situations or become the subject of gossip may not last long at Miskatonic.

Though the University offers only 20 full-tuition scholarships each semester, various private charities and trusts also offer full or partial scholarships. Those winning them must still work for or otherwise pay for room, board, and pocket money. This is not an easy time in which to be poor.

Fall semester runs from September to mid-January, with a three-week break in December. Spring semester begins either the fifth Monday of January or the first Monday of February and concludes the second Friday in June. A few tutorial classes or introductory classes required for graduation are offered during summer vacation, but never specialized upper-division or graduate-level instruction.

***Dr. Harvey Wainscott:*** now 48 years old and formerly a dean at Dartmouth, was hired three years ago by the trustees, and has presided over the on-going reorganization of the University into its present schools and departments. He has made faculty enemies in doing this, though the trustees applaud his attempts to move the University to closer junction with the modern world. They pride themselves upon the extent and depth of their scientific curricula. There will not be, however, a department of business administration until 1948, when federal monies begin first to trickle and then to flood.

Wainscott has also stirred up the Town by actively running for mayor of Arkham—a part-time job—against longtime incumbent Peabody. The close election will be held on November 6.

***Vice-President David Edmund:*** 55 years old, he also was vice-president under Dr. Addleson, the previous president, and was disappointed to be denied promotion. An excellent administrator but an uninspiring leader, he functions admirably as the president's second-in-command. He is unenthusiastic about some of Wainscott's academic reforms.

***Miss Ruth Ellen Whitby, Registrar:*** now just 37 years old and in the flower of her emotional and intellectual life, Miss Whitby is as competent, keen, and prescient about University records as Dr. Armitage is about the contents of his beloved library.

***The Miskatonic University Crier:*** its enemies call it the Sniveler. The weekly student newspaper's managing editor is Howard Penobscott. He's a Henry Luce fan and an annoying young trouble-maker. Skinny, habitually winking through his wire-rim glasses, Penobscott prefers editorializing to journalism, and glories in tweaking the school administration. Clashes with his faculty advisor and censor, Swanson Ames, are on-going. Penobscott enjoys nothing more than slipping something controversial by Ames, an oblique and distracted man. Even the fair-minded President Wainscott finds it impossible to like Penobscott, though he admits that his young nemesis is ingenious.

**• 626 •**

## Hotel Miskatonic

Harvey Wainscott

200 block of W College Street. Offering the finest and most expensive lodging in Arkham, it stands five stories tall and enjoys beautiful prospects across the Miskatonic campus. Rates begin at $5 a day for the worst room; one top-floor suite commands $50 a night during homecoming and commencement.

**• 627 •**

## Arkham SPCA

111 W College Street. This new organization is dedicated to the prevention of cruelty to animals; it is well-funded by some of Arkham's most prosperous citizens. The president, 62-year-old Wilma Peabody (sister of the Mayor), has filed suit against the students, who apparently sacrificed dogs and cats in some ritual. She has hired Edwin Cassidy to represent the Society, and hopes to get rulings which eventually will remove domestic animals from the status of absolute chattels and into a new class where death or injury may be promoted only for very restricted, specified causes.

**• 628 •**

## Harriet Botsford Hotel for Women

122 W Pickman Street. Partially supported by a trust left by Harriet Botsford, this hotel provides large, well-furnished rooms for single working women at the bargain rate of $ 16 per month. Strict rules apply, however. Only lobby telephones are allowed. Men may enter only the front lobby (very nice, fireplace, piano). Overnight female guests must be registered and are limited to a one-week visit. The front door is locked at 9 P.M., and no admittances are made after that hour without special arrangement. Residents have no lobby keys; residents and visitors alike must be personally admitted by manager Abigail Flint. Any serious violation of the rules is grounds for eviction, and evictions are quick in Arkham.

**KEEPER ENTRIES** . . . . . .
. . . . . .
. . . . . .
. . . . . .
. . . . . .
. . . . . .
. . . . . .
. . . . . .
. . . . . .

# French Hill

## Neighborhood 7

French Hill, surmounted by the dark spire of Bayfriar's Church, includes some of Arkham's oldest homes. Still populated predominantly by Irish, brick row houses, gambrel roofs, and occasional decayed Georgian houses of impressive proportions line the hill. Some houses perch here precariously, tilting crazily over the narrow streets. Many of the lanes and alleys are no more than flights of stairs that twist upward to end at dark doorways.

The more prosperous Irish live on the east side of the hill and down across East Street in newer, more expensive homes with small front and back yards. The north slope of the hill is populated by the poorest Irish, a few Poles, and many of Arkham's French-Canadians. The western slope is mostly poor Irish and a few Poles.

The Polish district, an area of clustered gambrel- and gable-roofed houses, is roughly the six blocks within College, Peabody, High, and Garrison, on the southwest foot of the hill.

### • 701 •

### Walgreen's Drugs

SE corner of Garrison and Church. Part of a national chain. Prescriptions, notions, cosmetics, soda fountain, film-developing, etc.

### • 702 •

### Campus Bicycle Shop

146 E Church Street. Buy a bike ($24), rent a bike (75 cents a day), or get one repaired. Stocks lots of tires, tubes, and patch kits.

### • 703 •

### Almen's Flowers

259 S Garrison Street. Dr. Homer Winside, formerly of Miskatonic University, runs the shop. Winside was a professor at the University and participated in many expeditions to the tropics. He retired a few years ago and opened this shop. He is a botanical expert, specializing in plants poisonous, carnivorous, and otherwise exotic. Years ago he studied the Blasted Heath, with inconclusive findings.

*Special skill:* Botany 88%.

### • 704 •

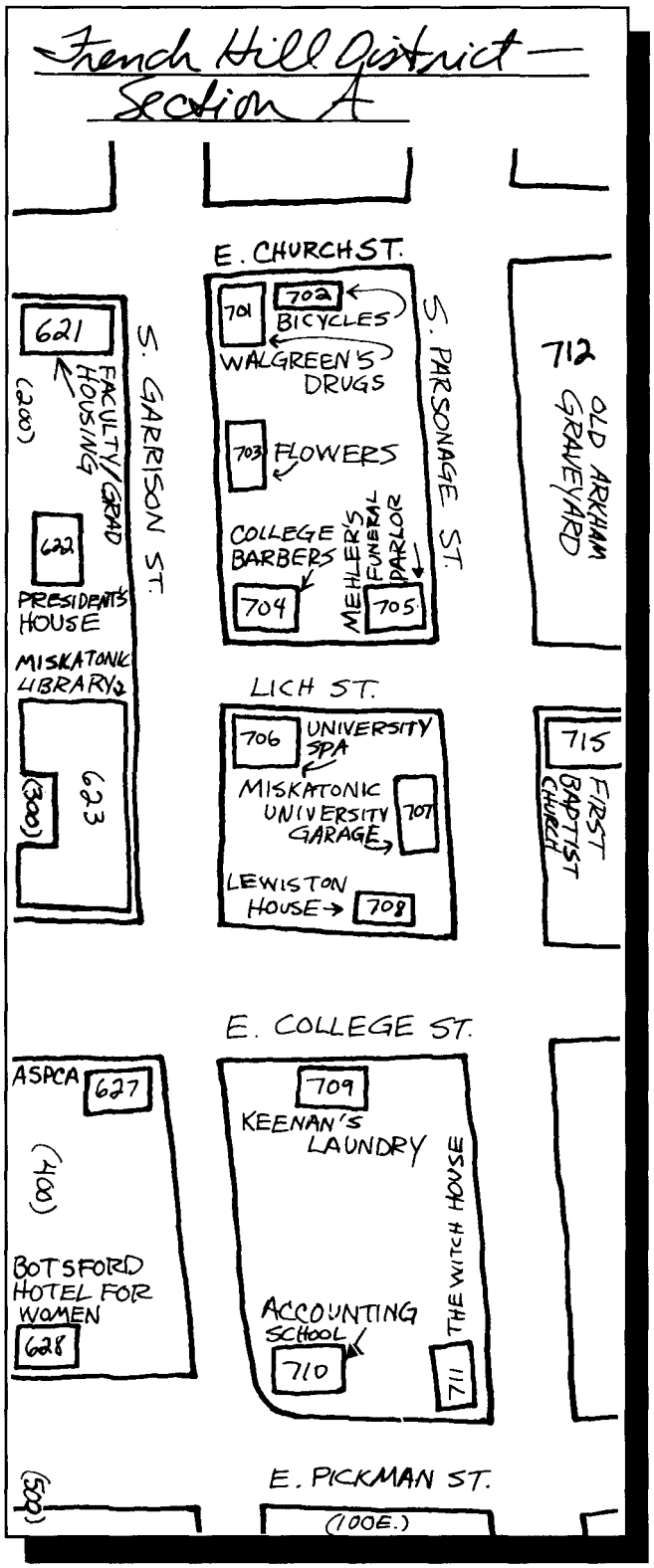
### College Barbershop

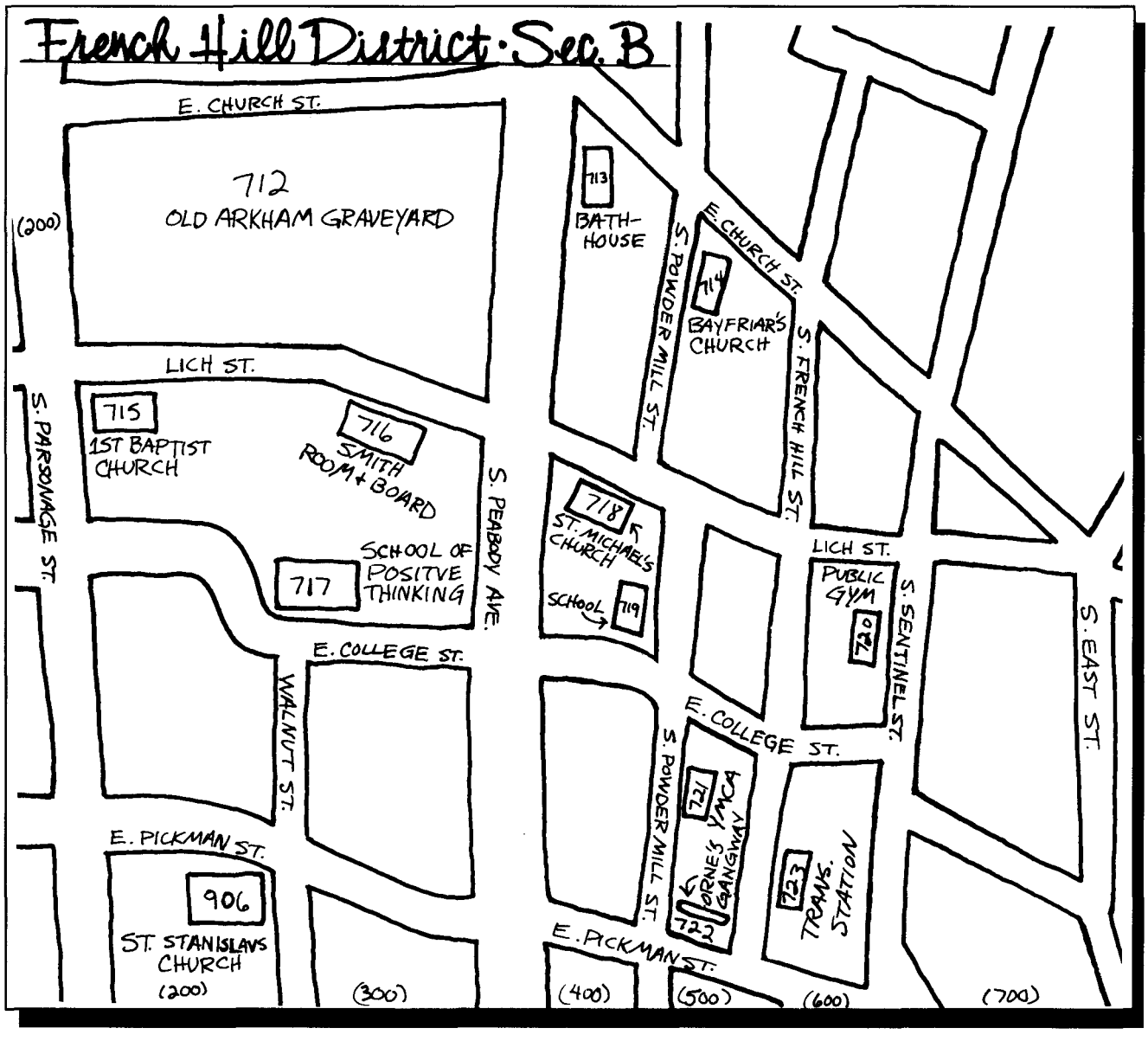
271 S Garrison Street. Offers good haircuts and non-stop gossip. Many University students and faculty go here.

### • 705 •

### Mehler's Funeral Parlor

171 Lich Street. Mehler's clients are well-to-do. For an extra fee, the coffin is drawn to the cemetery by a pair of matched white Arabian mares rather than carried within a motorized hearse; few Arkhamites desire such ostentation.






Cremation, though not advertised, is available, with storage available in Mehler's private mausoleum or in Mehler's crypt in Christchurch Cemetery.

## • 706 •
## University Spa

311 S Garrison Street. A student-oriented lunchroom with decent food. Lunch costs 35-45 cents. Open 6 A.M. to 3:30 P.M., Monday-Saturday.

## •707•
## Miskatonic University Garage

334 S Parsonage Street. A storage and repair facility for University vehicles, under the general direction of Bob Bradbury of Facilities and Grounds. For a dollar a week, the operators will store any private automobile. Herb Gordon is the part-time mechanic. Open 7:30 A.M. to *6* P.M. Closed Sundays.

*Special skill:* Automobile Repair *52%.*

## • 708 •
## Lewiston House

181 E College Street. This small hotel rents modest, clean rooms for $1.75 a day. Cheaper rates are available by the week or month. Renters are carefully scrutinized; young men who keep irregular hours will be evicted.

## • 709 •
## Keenan's Laundry

152 E College Street. Starch to order. Older gentlemen prefer this laundry's treatment of winged collars.

## • 710 •
## New England School of Bookkeeping

103 E Pickman Street. The semester-long introductory course costs $40; upon completion, the investigator may add 1D6 points to his or her Accounting skill. Additional courses may be taken, with the same rate and terms, to a maximum of 50% in Accounting.

## • 711 •
## Witch House

197 E Pickman Street. An unpopular rooming house, inhabited by the poor and by students Walter Gilman and Frank Elwood. The building is leased to Mr. and Mrs. Dombrowski who in turn rent rooms for $25 monthly and function as landlords.

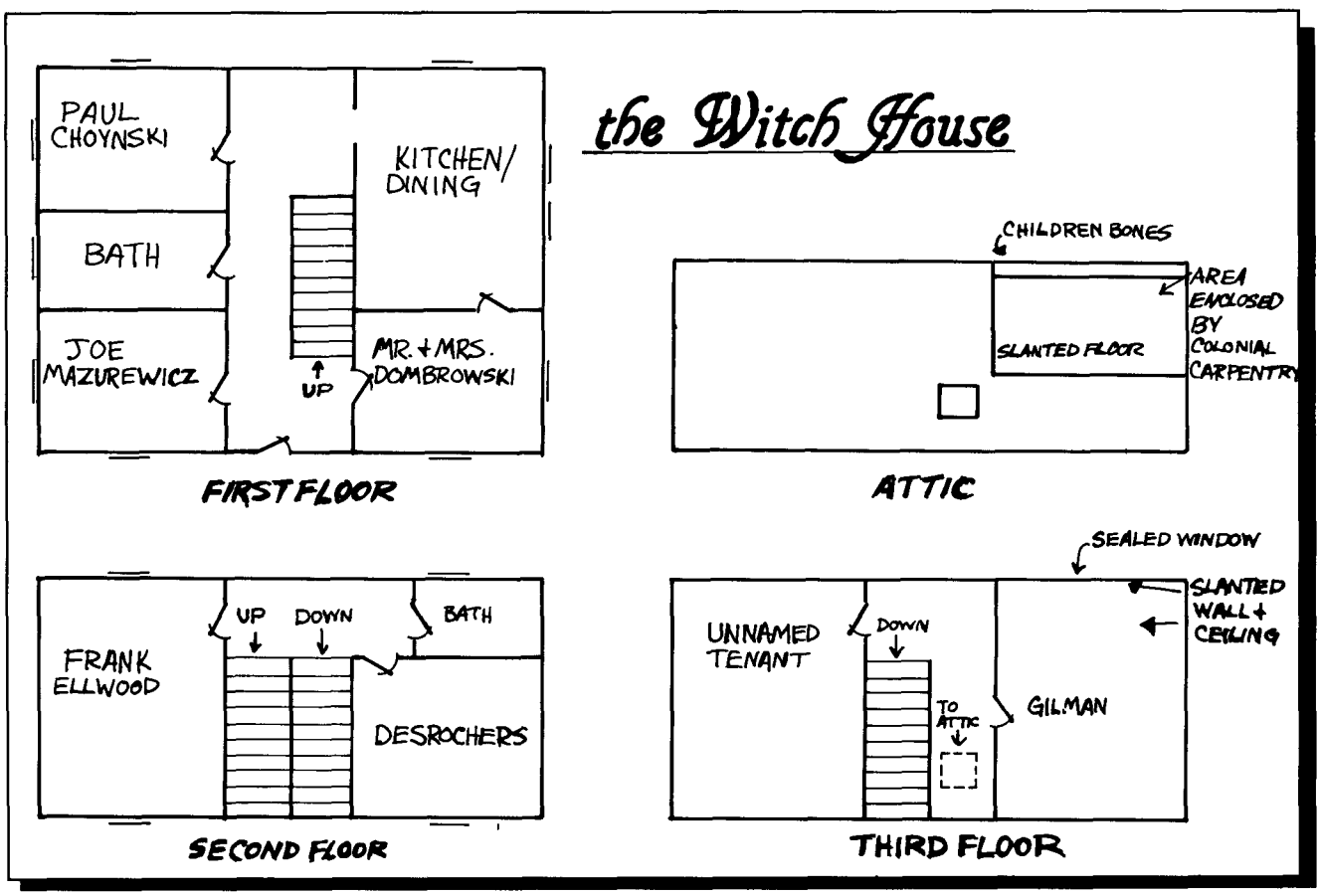
Now nearly 235 years old, this structure may be the oldest building in Arkham. It was once occupied by Keziah Mason who, after being captured by Salem authorities, escaped their gaol and disappeared. Keziah had signed in blood the great *Book of Azathoth* possessed by The Black Man (one of Nyarlathotep's many forms) and learned to travel through space and time.

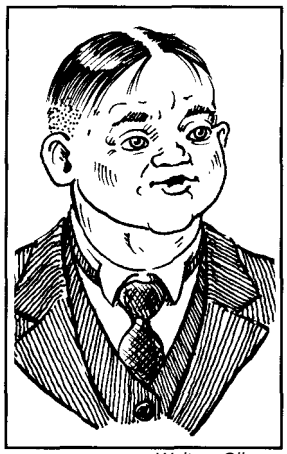
Since then, Mason apparently has revisited at least twice annually the cramped, walled-in space above the third-floor attic room, and here conducted child sacrifices. A crevice between the outer and inner walls holds the innumerable bones of these victims. A violet glow is present when she occupies the secret space, and it can sometimes be detected around the outside window or even coming from under the door of Walter Gilman's room.

Walter Gilman, a brilliant mathematics student at the University, is aware of the hyperphysics that may have been used by the so-called witches of centuries ago. He is presently rooming in the Witch House and has, by choice, taken the third floor attic room—the one with the odd wall and ceiling—in the hope that he might learn what the old woman knew. He is beginning to experience a bizarre series of unsettling dreams.

Local rumors have for centuries persisted about Keziah Mason, accompanied by her familiar, Brown Jenkin, roaming the streets in search of sacrifices. These rumors are true. She conducts private rites of the deserted island in the Miskatonic and, with other members of the Evil Coven, in the barren valley beyond Meadow Hill. Sighting Brown Jenkin at May Eve or Hallowmass portends the imminent kidnaping of a small child.

Although often referred to by the uneducated and superstitious as "the Witch-House", its sordid past is unremembered by most Arkhamites. Investigators applying for the available room next to Walter Gilman's are unlikely to recognize the place for what it is unless they are life-long Arkham residents and can make a successful Know roll of




*Walter Gilman*

*Keziah Mason*

EDU x3 or less. Research at the Arkham Historical Society (successful Library Use) brings its true history to light.

***Walter Gilman:*** Gilman is a sensitive genius. His delvings into the *Necronomicon, Book of Eibon,* and the *Unausprechlichen Kulten,* while encouraging his theories about hyperphysics, have upset his emotional balance. He may remain in the house, or perhaps his friend Elwood persuades him to move out, leaving another room vacant for a second unsuspecting investigator.

### Walter Gilman, Mathematician

STR 13 CON 11 SIZ 14 INT 17 POW 14

DEX 12 APP 14 EDU 19 SAN 22 HP 13

**Damage Bonus** +1D4
**Weapons:** none.
**Skills:** Cthulhu Mythos 26%, Library Use 65%, Listen 90%, Mathematics 85%, Occult 35%.

### Frank Elwood, Student

STR 12 CON 12 SIZ 14 INT 15 POW 12

DEX 13 APP 10 EDU 17 SAN 77 HP 13

**Damage Bonus** +1D4
**Weapons:** Fist/Punch 55%, 1D3+1D4
**Skills:** Library Use 35%, Mathematics 50%.

### Keziah Mason, Immortal Witch

STR 14 CON 15 SIZ 10 INT 21 POW 23

DEX 14 APP 8 EDU 25 SAN 0 HP 13

**Damage Bonus** +1D4
**Weapons:** Butcher Knife 65%, damage 1D6+1D4
**Spells:** Contact Nyarlathotep*, Dread Curse of Azathoth, Enchant Pipes, Shrivelling, Summon/Bind Hunting Horror, Summon/Bind Servitor of the Outer Gods, Voorish Sign, Worms (see the scenario in this book, "The Condemned".

She has a special grasp of Gates, and seems to be able to drag victims into other spaces/times against their will (fail a POW against POW roll on the resistance table).

* This special relationship is seemingly at will and without expenditure of magic points; the form contacted is that of the Black Man.
**Skills:** Astronomy 35%, Cthulhu Mythos 81%, Debate 70%, Estimate Gate 80%, Fast Talk 70%, Hide 65%, History 40%, Kidnap 65%, Occult 65%, Oratory 85%, Organize Cult 80%, Pharmacy 70%, Psychology 50%, Sneak 30%, Treat Poison 70%.
**SAN :** first sight of her costs 1/1D2 Sanity points.

### Brown Jenkin, Rat Familiar

STR 4 *CON 5* SIZ 3 INT 14 POW 12

DEX 18 EDU 3 SAN 0 Move 9 HP 4

**Weapon:** Bite 80%, damage 1D2
**Skills:** Gnaw 65%, Hide 85%, Listen 70%.
**SAN :** costs 0/1D4 to see the first time.

## • 712 •
## Old Arkham Graveyard

250 E Church Street. A remnant from Arkham's founding, this cemetery contains some of the oldest graves in the town. Many 17th century headstones exist; the newest is dated 1743; some are weathered beyond legibility. Ghouls have plundered the place.

## • 713 •
## Southside Bathhouse

209 S Peabody Avenue. Though modern plumbing is slowly eroding this business, warm and comfortable baths are still at a premium in some parts of town. This establishment offers a chance to get clean for only 20 cents. Mornings are reserved for women; afternoons are for men. Open 6 A.M. to 7 P.M. Tuesday-Saturday.

## • 714 •
## Bayfriar's Church

540 E Church Street. This boarded-up, soot-darkened brick church, built in the mid-19th century, sits ominously atop French Hill. It has been sealed for generations; no one seems to remember why. Among the rotting books lining a basement shelf is a copy of the *Cthaat Aquadingen.*

## • 715 •
## First Baptist Church of Arkham

214 Lich Street. Arkham's oldest surviving church was built in 1743; the towering steeple dominates the skyline. The Reverend Charles Noyes leads the congregation. Among its charities, the church funds a shelter on River Street for the poor.

In the late 18th and early 19th century the church was headed by the Reverend Ward Phillips, scholar, mystic, and author of *Thaumaturgical Prodigies in the New England Canaan.* A copy of this work can be found in the church archives, along with bundles of Phillips' letters, sermons, and unpublished essays. Records of births, deaths, and marriages within the church are also here.

## • 716 •
## Smith's Boarding House

288 Lich Street. This well-regarded boarding house is operated by Mr. Phineas Smith and his wife, Harriet, both in their mid-fifties. A second floor room with board costs $49 per month. The Smiths are a stuffy pair and though the rooms are spacious and well-ventilated and the food is good, they are nosy about their boarders. A tenant late for dinner also finds that the meal has been promptly put away or disposed of; the Smiths never offer a snack. There are four other boarders, including Alain Couzon and Mr. Elisha Waite, the goldsmith.

*Alain Couzon:* a man about 40 years old, Couzon learned the art of hypnotism in Quebec. He makes a tiny income from hypnosis, treating people who wish to give up habits or lose abnormal fears, and occasionally teaching the skill to a paying pupil. He also makes freelance contributions to magazines, in English and in French.

For $200 in advance, Couzon will teach hypnosis over a period of six months. At the end of that time, the student possesses Hypnosis 1D20+10% to a maximum of 50%, but only if he or she has a POW of 14 or better. Those with lesser POWs waste their money and never pick up the skill.

*Special skills:* Hypnosis 85%, French 75%.

## • 717 •
## School of Positive Thinking.

297 E College Street. As given by Dr. Delbert Chanson ("why, a doctorate in Memoryology, my lad"), this six-month course of one night a week costs $50 and grants a lD6-point increase either in Oratory or Debate (player's choice), to a maximum of 50% in the chosen skill.

## • 718 •
## St. Michael's Catholic Church

432 Lich Street. Founded in 1854 after purchase of an old Presbyterian church and consecrating it as St. Michael's. Father Paul Sheene presently presides over the flock.

He feels uneasy about accepting healthy cash donations from Danny O'Bannion, but his theology is up to the task of distinguishing man from money. Father Sheene used the money for a boy's athletic program to help keep some of the kids off the streets. A sentimental man, O'Bannion regularly confesses to Father Sheene but, a crooked man as well, he lies whenever matters get sensitive.

## • 719 •
## Eben S. Draper Public School

373 S Powder Mill Street. Grades 1-8 meet here from the first Monday in September till the last Friday of May.

### Hypnosis, an unofficial skill

Keepers should choose whether or not investigators may have this skill in their games.

To successfully hypnotize someone, the target must be willing and the hypnotist must receive a successful Hypnosis skill roll.

Hypnosis is useful only against a single individual at a time. The target must be physically close to the hypnotist. If a Hypnosis roll fails, the hypnotist is never able to hypnotize that particular subject; if the initial Hypnosis roll succeeds, the hypnotist can hypnotize the particular target whenever the target agrees.

Hypnosis can be used in several ways.

- As an aid to Psychoanalysis: if an investigator has 10 or more percentiles of Psychoanalysis, and can first successfully hypnotize a subject, add 25 percentiles to his or her Psychoanalysis skill when treating that patient thereafter.
- As a post-hypnotic suggestion: causes the target to perform a single particular action without apparent volition. The target will not accept a suggestion contrary to his or her normal behavior and desires.
- As an aid to memory: fragmented or buried memories can sometimes be dredged up through hypnosis. Someone who went temporarily insane from the sight of something moving in the bottom of a dark well will probably not remember what he saw. Hypnosis can bring these memories to light, but also (in cases where Sanity was lost) cost the individual additional SAN through reliving the incident.
- To alleviate: hypnosis can ease or temporarily erase the symptom of pain in a patient, but the pain itself makes the target more difficult to hypnotize: require a POW-against-POW resistance table roll as well as a skill roll for success in this case.

## • 720 •
## Southside Gym

348 S Sentinel Street. A sweaty smelling place frequented by amateur boxers and a handful of semi-professionals. The gym is owned by Luca Maruzzo, who's also the trainer. For $20, he'll train a male investigator in Fist/Punch for six months, increasing the skill by 1D6 points to a maximum of 65%. Over that time, the student boxer has a 20% chance to get a decorative broken nose.

Maruzzo refuses to train females. In this place, they're just cause for whistles.

*The Rocks:* made up of Italian-descent teenagers and named after their traditional weapon, they often congregate around the Southside Gym, for the moment regarded by both gangs as neutral territory.

The Rocks were once under the wing of Joe Potrello, but now operate without patron. The Rocks hate the 'Finns as Irish interlopers, ironically unaware that two distinct waves of Irish immigrants have passed through Arkham already, the first more than sixty years before, long before Italian immigration.

They steal a little and cheat a little, but there's not much to buy in Arkham, and no fence will trust kids. The Rocks meet in the afternoons, sauntering and swaggering as they go nowhere.

The Irish gang feels safer around French Hill, while the Italians favor the lower Southside east of Garrison and south of Pickman. For the Irish gang, see entry 513.

### Street Punk: Typical Rock-Head

STR 11 CON 14 SIZ 10 INT 12 POW 11
DEX 14 APP 11 EDU 7 SAN 65 HP 12

**Damage Bonus +0**

**Skills:** Climb 50%, Dodge 40%, Fast Talk 20%, Hide 30%, Lie Creatively 20%, Sneak 25%, Spot Hidden 35%, Strut 40%, Throw 45%.

**Weapons:** Fist/Punch 55%, damage 1D3
Throw Rock = Throw skill %, damage 1D4
Kick 30%, damage 1D6
Grapple 35%, damage special
Small Club 35%, damage 1D6
Small Knife 30%, damage 1D4

### • 721 •
## Y.M.C.A.

477 Powder Mill Street. This facility offers young men a locker and a cot to sleep on for 35 cents a night. There is no Y.W.C.A. in Arkham, though one could be founded.

### • 722 •
## Orne's Gangway.

Next to 780 S French Hill Street. This narrow, dark alley leads to a small courtyard behind several buildings. Dirty, filthy with trash, it's unremarkable except that Keziah Mason and Brown Jenkin are frequently sighted here.

### • 723 •
## French Hill Transformer Station

471 S French Hill Street. This place controls electrical service for the town south of the river and east of Garrison Street. Unmanned, it's dangerous, and enclosed by a high fence. Having entered, the investigator needs a successful Electrical Repair roll to shut off the power and darken this part of town. An Electrical Repair roll result of 00 gives 8D6 electrical damage to the investigator instead.

**KEEPER ENTRIES** . . . . . .
. . . . . .
. . . . . .
. . . . . .
. . . . . .
. . . . . .
. . . . . .
. . . . . .
. . . . . .
. . . . . .
. . . . . .
. . . . . .

# Uptown
## Neighborhood 8

Most of this neighborhood is well-off, but Saltonstall and High Streets deserve the most attention. Perched terrace-like atop South Hill, overlooking campus and the river, these two brick streets are a full 60 feet wide and lined with fine shade trees. Mansions of Georgian/Federalist design, once mill-owner homes, line both sides of both streets from Boundary to Garrison. The houses are placed side by side, uniformly 12 feet back from the brick sidewalk. A small 'green easement' four feet wide is between the sidewalk and the street.

There is little space between the houses, although a few sport small gardens on the side. Descendants of the original families still own a few homes; University folk now own many of the houses. A few more have been purchased by organizations. Some are boarding houses or apartments. No commercial buildings stand in this area.

Police patrols here are frequent; loitering, particularly after dark, is not permitted.

Houses along narrower Pickman Street are of an earlier, more modest vintage. Here are numerous two- and three-story gambrel-roofed houses, mostly of wood, and many have been divided into apartments. Some are hidden behind other houses, reachable only by narrow alleys. Several older Georgian mansions stand out. Residents here include poorer faculty and older University students. These buildings are generally well-maintained.

A few Georgian homes occur on Miskatonic and Washington Streets but much of this area was built up in the later 19th century, and consist of larger Victorians owned by middle-class property-owners and professionals. Some old Arkham families thrive here.

Hill Street is unlit and little lived-on. Houses here are ancient, tottering affairs, sagging under moss-grown gambrel and gable roofs. Some stand vacant; most are without electricity, gas, or town water. The dirt street is underlain by timbers laid down lifetimes ago.

Old, disused farm buildings can be seen, half-fallen and overgrown; hidden among luxurious trees and high-standing grasses are long-abandoned gardens and the remains of old family plots. This area has yet to be incorporated. Residents get water from wells scattered along the street.

### • 801 •
## The Franklin Place

587 W Pickman Street. A first-floor room with board here is available for $95 a month, well worth the price. Mr. and Mrs. Franklin, in their late fifties, are a friendly couple, and

hired help keeps the place spotless. Their cook prepares breakfast and supper.

Among the four present boarders is Professor of Engineering Frank Pabodie.

Dante Helcimer

***Dante Helcimer;*** another boarder, Helcimer is a 43-year-old scholar from France who has tracked down Mythos clues and oddities across the globe. Long before moving to Arkham, he visited Miskatonic's library to consult the *Necronomicon.* Helcimer may wish to consult it again, but Armitage is unlikely to remember him and, with the present state of affairs, may now suspect the man's intentions.

Helcimer owns copies of the *Book of Dzyan, Cultes des Goules,* and the *G'harne Fragments.* He is presently in semi-retirement, attempting to augment a sanity too shaky for field work.

### Dante Helcimer, Mythos Scholar

STR 11 CON 12 SIZ 10 INT 13 POW 13

DEX 11 APP 13 EDU 15 SAN 19 HP 11

**Damage Bonus** +0

**Weapons:** Fist/Punch 52%, damage 1D3

Sword Cane 35%, damage 1D6

.32 Revolver 55%, damage 1D8

**Spells:** Summon/Bind Nightgaunt; Dread Curse of Azathoth; Elder Sign; Contact Ghoul.

**Skills:** Climb 55%, Cthulhu Mythos 36%, Debate 15%, Dodge 55%, English 70%, French 80%, Fast Talk 70%, First Aid 35%, Hide 30%, History 20%, Jump 45%, Library Use 50%, Listen 40%, Mechanical Repair 35%, Occult 30%, Photography 40%, Pick Pocket 15%, Polo 20%, Psychoanalysis 20%, Psychology 25%, Ride Camel 15%, Ride Horse 45%, Sneak 75%, Spot Hidden 50%, Treat Disease 15%.

## • 802 •
## Daniel Shay Public School

602 W High Street. Grades 1-8 meet here from the first Monday in September till the last Friday of May.

## • 803 •
## Daniel Upton, Consulting Architect

662 W Saltonstall Street. Upton is in his late 40s, married, and the father of one son. This successful man's home is a showplace of Georgian architecture. Upton graduated from Harvard and belongs to the Arkham Historical Society. He is versed in New England architecture.

Upton is a close friend of the poet Edward Pickman Derby and has met Derby's bride, Asenath Waite. He is worried for Derby, who has told him some unnerving things. Upton possesses several small objects of strange geometric character which Derby gave to him.

*Special skills:* New England Architecture 90%; Arkham History 65%.

## • 804 •
## Whitechapel Nursing Home

602 W Saltonstall Street. This nursing home costs $100 monthly, including meals and medical care. In-home nursing care, 24 hours daily, costs $10 a day.

## • 805 •
## Horton Wilson, M.D.

522 W Saltonstall Street. Now 74 and semi-retired, Dr. Wilson was and is the personal physician of Professor Nathaniel Wingate Peaslee; he treated the man during and after his strange attack of amnesia in 1913. He may have learned things from Peaslee useful to investigators.

## • 806 •
## First Presbyterian Church

651 W Saltonstall Street. Founded in 1801, the old church was sold in 1854 and a new brick building opened that same year. Dr. Eben Sutton leads the congregation.

## • 807 •
## Morton Hartwell, M.D.

507 W Miskatonic Avenue. He's Armitage's personal physician. He is nearly 70, maintaining only a small practice of long-time patients.

*Special skill:* Diagnose Disease 75%, Pharmacy 75%, Treat Disease 86%.

## • 808 •
## Dr. and Mrs. Henry Armitage

417 W Miskatonic Avenue. The fine Edwardian home of the University library's director.

## • 809 •
## Stewart Portman

299 W Pickman Street. A handsome, sophisticated dilettante, Portman possesses the finest collection of rare books in Arkham, including Tillinghast's. Many rare and first editions grace his shelves. He has a fine selection of illuminated manuscripts.

Unknown to most, Stewart, 43 and a life-long bachelor, is a perverted brute. Should a female whom he desires visit Stewart, he drugs her (POT 14) and, as the chemicals take effect, has his way with her. As a cover story, he douses her clothes with whiskey.

Stewart Portman

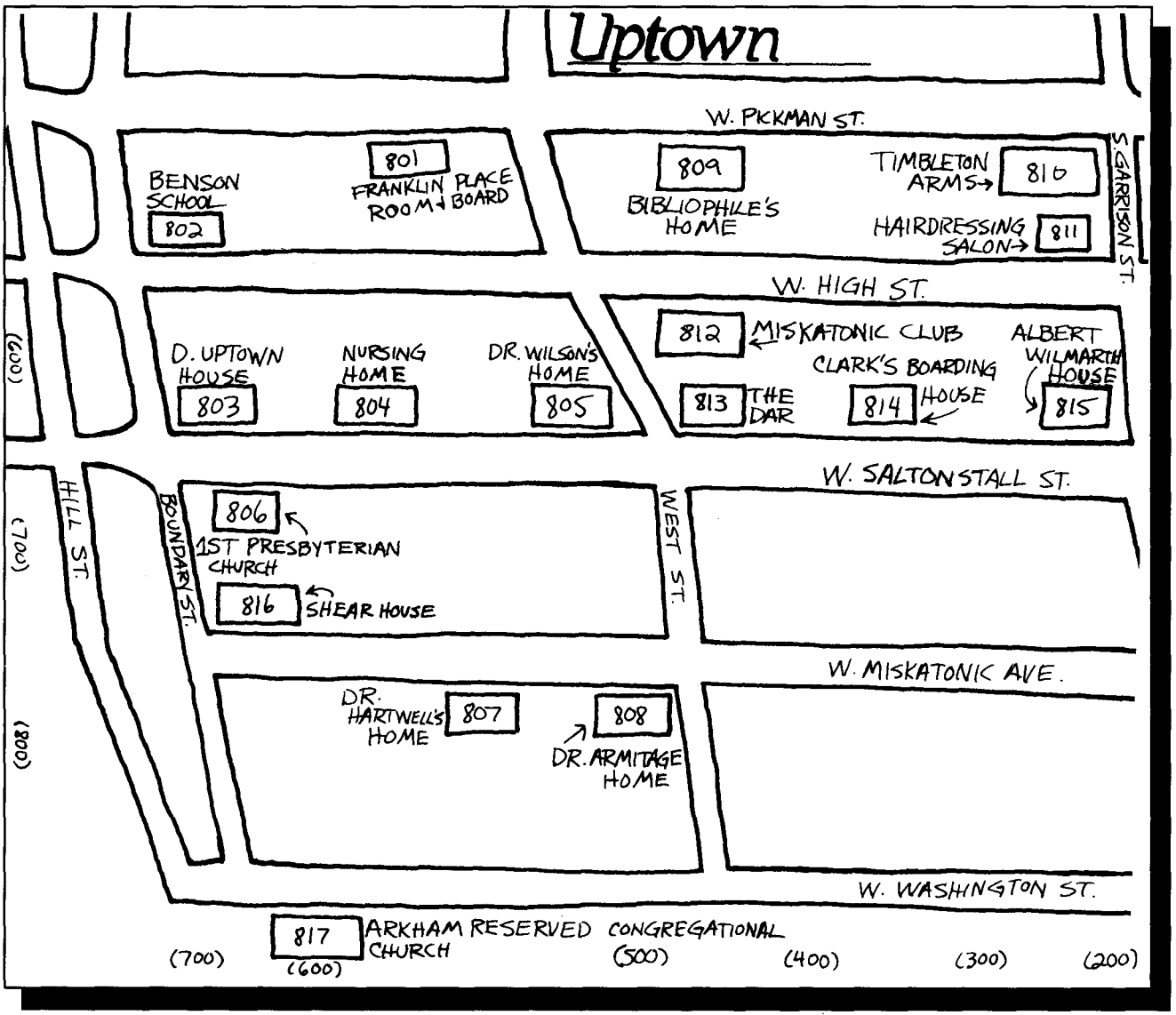
Any female investigator who presses charges meets implacable bias from Judge Randall, who declares at length that no decent woman would ever visit a bachelor's home alone. Portman says blandly that she came to see his etchings, and that honor prevents him from saying more. Since the Portman family is of long standing in Arkham, the victim's Credit Rating thereafter drops to zero against Arkhamites, and she is subject to many minor cruelties and injustices.

Portman has a special gallery of books locked in glass cases. This, the largest collection of pornography in Massachusetts, would scandalize the citizenry of Arkham; starting rumors about it would in some measure turn the town against the cad, but unfortunately not restore the reputation of the unfortunate victim.

Among the foul works is a copy of the *Revelations of Glaaki.* A Spot Hidden roll uncovers this volume among the hundreds of priapic homages crowding the shelves.

Also to be found here is a copy of the *Zekerboni* (in a dialect of Italian, +12% Cthulhu Mythos, spell multiplier x3, 1D10 SAN to read). This Mythos tome was hand-transcribed in 1630 by Pietro Mora, a coven-leader, and now is probably the only copy. Its existence has not been reported since 1744. In 1631, Mora and most of his coven were arrested and executed by authorities for alleged complicity in the spread of plague.

The binding, boards, and pages of the *Zekerboni* are treated with a contact poison absorbable through the skin; whoever handles the book must resist a POT 10 poison, which takes effect in about 30 minutes. At first, the reader's hands feel numb and cold, then the effect spreads. Failure to resist the poison leads to death in 12 hours. Gloves negate



the danger. Portman knows about the poison but never tells anyone, seeing the poison as a delectable curiosity, and as righteous punishment of thieves.

*Special skills:* Book Lore 83%, Credit Rating 90%, Slip a Mickey Finn 93%, Ignore Guilt 88%.

## • 810 •
## Timbleton Arms

111 W Pickman Street. This five-story building has luxury apartments to rent, starting at $83 a month. The price includes laundry, maid service, and a full-time doorman. The penthouse apartments go for $120 a month. Gangster Danny O'Bannion lives in one.

## •811•
## May Ladies Beauty Salon

122 W High Street. Patronized by Arkham's female gentry, it's the most expensive salon in town.

## • 812 •
## Miskatonic Club

411 W High Street. This exclusive men's club owns its own Georgian mansion. It is always open to members, and a porter is always on duty. Amenities include a library, a billiards room, a commons room, a bar, a small dining room, and three bedrooms are available. No women are allowed past the porter's booth. Membership is by invitation only. Initiation costs $300, as do annual dues. Drinks, food, and rooms are extra.

Members includes the president of Arkham First Bank, Judge Randall, and financier/developer Robert Beckworth, owner of the Tower Professional Building and the Hotel Miskatonic. An investigator able to join this club immediately raises his Credit Rating by 10 percentiles, and becomes a friend of Judge Randall.

## • 813 •
## Daughters of the American Revolution

432 W Saltonstall Street. Open to women only, applicants must be 18 or older, demonstrate lineal descent from someone who directly aided in the cause of the American Revolutionary War, and be "personally acceptable". Membership in a particular chapter is by invitation only. Arkham dues are $50 annually.

These blue-bloods defend American culture against immigrants, anarchists, communists, and unionists. They are the core of Arkham's gentry. Membership by an investigator raises her Credit Rating by 10 percentiles.

## • 814 •
## Clark's Residential Accommodations

276 W Saltonstall Street. This splendid Georgian mansion is the ancestral home of Miss Elizabeth Clark, 49; she is the last of this branch of the Clarks. Renters help pay the property taxes, and rather more.

The house is the best boarding establishment in Arkham. Rooms are by the month only, and include two meals a day, breakfast at 7 A.M. and supper at 6:30 P.M. Miss Clark rents only to the select few with whom she can feel personal affinity, presently including a male professional and a female professional determined by the keeper, a businesswoman (Miss Hattie O'Brian, owner of Hattie's Boutique), and accountant Meyer Golditz. Mr. Golditz's link with organized crime is, of course, unknown to Miss Clark. She presently has one room available, with private bath, at $105 per month.

## • 815 •
## Albert N. Wilmarth

118 W Saltonstall Street. A fine Georgian mansion, the Wilmarth ancestral home is presently the residence of Dr. Albert N. Wilmarth, Professor of English at the University.

## • 816 •
## Harold Shear

680 W Miskatonic Avenue. A well-kept Georgian home, with severely precise grounds, it's home to this professor of chemistry at the University, and his family.

***Jonathan Shear:*** the son of Harold Shear, 12 years old and the pride of his parents. He is also a developing arsonist.

Jonathan started a year ago by lighting small, controlled fires in the woods, sometimes roasting small woodland animals to enjoy what they would do. After a time he started to ignite the contents of garbage cans.

A week ago he siphoned gas out of his father's car, planning to incinerate a heap of packing cases behind Gleason's Department Store. Unknown to him a hobo slept within; the man leaped flaming and screaming into the river, never to surface. Jonathan committed a murder that night and is petrified that someone may find out it was him. Gradually his fears will subside, however, and he will strike again, each new fire more daring and more cruel.

### Jonathan Shear, Firebug

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| STR | 9 | CON | 12 | SIZ | 10 | INT | 14 | POW | 11 |
| DEX | 13 | APP | 11 | EDU | 8 | SAN | 43 | HP | 11 |

**Damage Bonus** +0
**Weapons:** Fist/Punch 30%, damage 1D3
Kick 30%, damage 1D6
**Skills:** Act Like Favorite Movie Hero 40%, Climb 60%, Fast Talk 45%, Hide 40%, Ignite Trash 60%, Sneak 40%, Throw 30%.

### • 817 •
## Arkham Reserved Congregational Church

651 W Washington Street. When the old church burned in 1909, a new and grander one was built in a more prosperous part of town. A high steeple—that is, higher than any other church in town—was not part of the design, and many contributors are still upset. Rev. Wharton Armbruster presides, imperturbable.

KEEPER ENTRIES .....
.....
.....
.....
.....
.....
.....
.....
.....
.....
.....

# Lower Southside
## Neighborhood 9

Here are narrow, twisting lanes and crowded tenements. Some Irish and Poles live here, but from High Street south the area is mostly Italian.

The Southside is located on low marshy ground in a pocket between French Hill and South Hill. The air is muggy in the summer, cold and damp in the winter. Most of the wood buildings show signs of decay. A few single homes still exist. On Powder Mill Street, south of Saltonstall, stand several good examples of late 18th century wooden row houses.

Badly lit, always the subject of calls for reform but never changing, the neighborhood is overcrowded, noisy, and inhabited by some of Arkham's poorest citizens. Tiny shops, markets, and restaurants can be found here, often unmarked and known only to neighbors, pressed in between tenements and apartments.

### •901•
## Arkham Historical Society

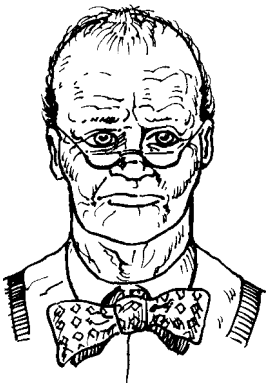
531 S Garrison Street. The headquarters of this privately-supported group are housed in a restored Georgian mansion set back from the street. The building is open to the public 10 A.M. to 5 P.M., Monday-Friday, at no charge.

Several downstairs rooms are decorated in colonial and federalist styles and numerous Arkham artifacts, such as the community's first pump handle, are on display. Paintings of famous past Arkhamites line the walls and include Bishops, Armitages, Whatelys, and others.

The upstairs of the house contains the society's vast library and collected records. *Thaumaturgical Prodigies in the New England Canaan* can be found on the shelves; obscure records, not found elsewhere, can sometimes be located here.

Stored in the basement, in musty boxes, are the missing issues of the *Arkham Bulletin* (1823-1826) and the *Miskatonic Valley Gleaner* (1830-1831).

The society acquires new materials as they can be purchased or as granted in bequests by Arkham natives.



*E. Lapham Peabody*

Mr. E. Lapham Peabody, 61, has been the Society's curator for over 30 years. He is expert in local genealogy. He has also a working knowledge of most of the church and town records, library holdings, historical societies, and graveyards found in the Miskatonic Valley region. While perhaps not knowing the cosmic proportions of the Mythos, he is certainly aware of Innsmouth and Dunwich, and the strange folk who reside there. Peabody is a valuable ally in research, one quite likely to be willing to help solve a complicated genealogical puzzle.

### E. Lapham Peabody, Curator

STR 9 CON 7 SIZ 10 INT 17 POW 15

DEX 11 APP 15 EDU 28 SAN 63 HP 9

**Damage Bonus** +0

**Weapons:** none.

**Skills:** Accounting 15%, Credit Rating 70%, Cthulhu Mythos 15%, Debate 60%, Arkham Genealogy 88%, Local History 85%, Library Use 82%, Make Maps 15%, Occult 15%, Oratory 25%, Photograph Documents 45%.

An investigator can join the Arkham Historical Society for $20 a year, entitling him or her to access to Society buildings, records, and libraries. Belonging to the Society is considered a good thing in Arkham, though most men will think twice about donating a week's wages or more to do it. Investigators can rub elbows with most of the important Arkhamites at the annual Society meeting, usually held in April.

### • 902 •
## Larkin Institute

166 E Pickman Street. A gigantic Victorian mansion converted to a private psychiatric hospital in 1919 by Dr. Parker Larkin, a skilled practitioner and author. Larkin's personal Psychiatry skill is 82%; the cure rate of the Institute is 60%.

Hospitalization here costs $220 a month. Patients have private rooms. There are six beds. The two resident physicians working under Larkin are excellent.

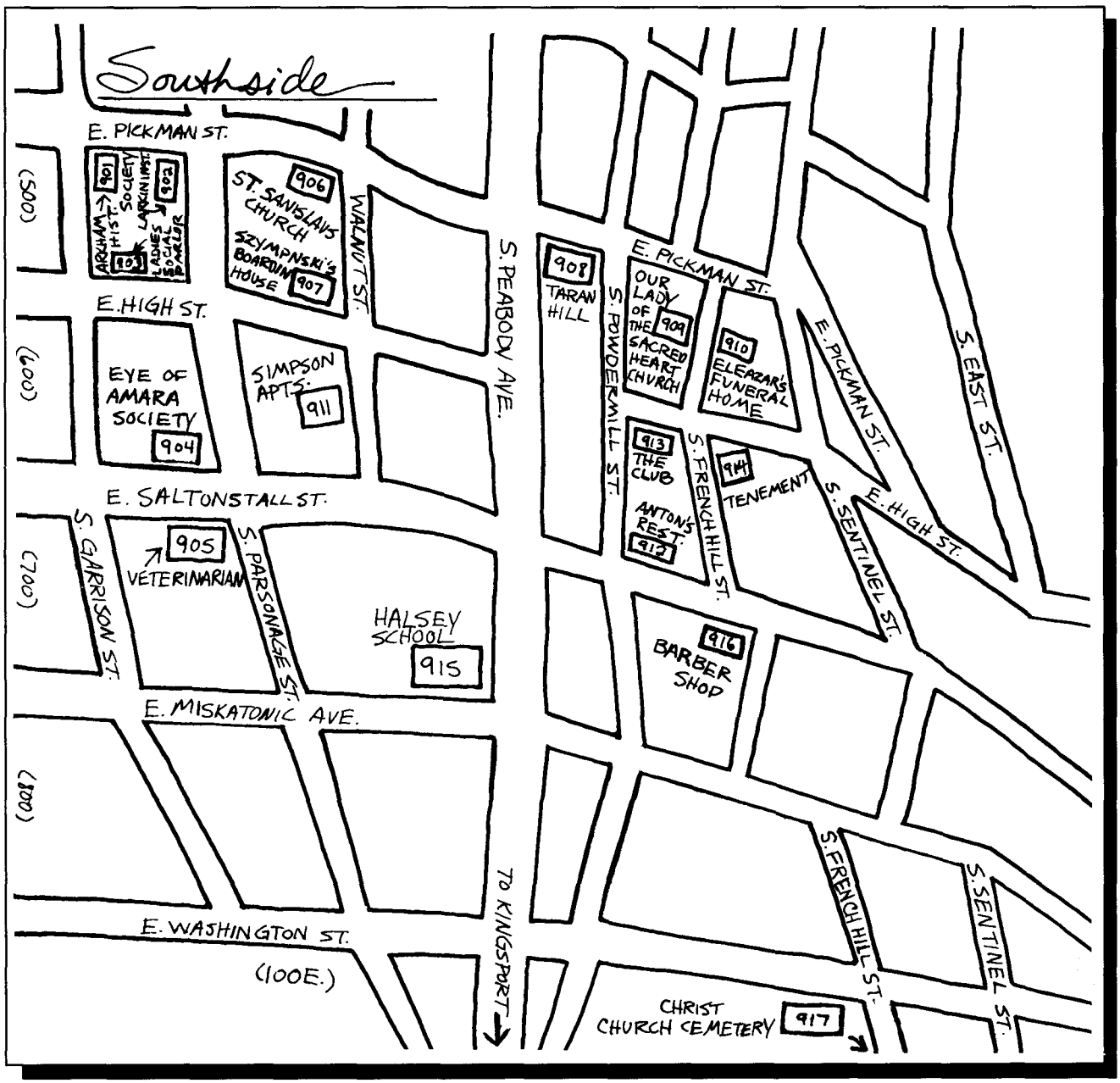
A current patient of interest is Dr. Nathaniel Corey, who treated Dr. Amos Piper, formerly of the anthropology department at the University, after the latter stumbled upon the existence of the Great Race. The Yithians were attempting to possess Piper but Piper escaped Arkham and disappeared. Corey was left to pen a manuscript revealing all he knew before he himself was driven insane by the Great Race. After Corey's admittance to the Institute, the manuscript was discovered in his desk by his wife. She gave the manuscript to Dr. Larkin, who saw it at first as the ravings of a madman. Over time, however, Larkin came to believe that there was truth in the ravings of his patient. How much either man may now know about the Mythos is up to the keeper.

## • 903 •
## Miss Andrew's Social Parlour

109 E High Street. A place in which older Arkham women of gentle character can socialize, and play cards and Mah Jong. Miss Andrews, 62, also supplies small glasses of fruit or dandelion wine upon request.

## • 904 •
## Eye of Amara Society

131 E Saltonstall Street. Eye of Amara is a small, openly occult society making perfunctory gestures of respect to Christian belief to pacify the neighbors. Its members tend to be dilettantes, writers, artists, and other outlandish sorts



Jason Gaspard

who crave to harness the magicks that they intuitively believe exist.

Membership is by invitation only and costs $30, plus annual dues of $25. Members must attend a minimum of ten of the monthly meetings (some held on nights such as Hallowmass and May Eve) and a member can be expelled at any time by majority vote. Membership in other mystic societies, such as the Masons, is strictly forbidden.

An investigator who belongs to this society would be expected to tell of his Cthulhoid discoveries as they happened; withholding information is grounds for expulsion.

Meetings are mostly discussions. Few of the members believe enough in material magic to try to achieve anything except the same charismatic influence over others that their leader, Jason Gaspard, holds over them. Illegalities are rare; even alcohol is barred from the meetings.

A benefit of membership is access to the society's occult library. It includes copies of the *Liber Ivonis,* the *Sussex Manuscript,* the *Ponape Scriptures,* the *Eltdown Shards, The Golden Bough,* and *Witch-Cults in Western Europe.*

For every year of membership, the investigator may increase his or her Occult skill by 1D6 percentiles.

Although most of the Society's twenty-odd members are employed, the leader of the group, Jason Gaspard, is not. Gaspard is an intense, charismatic figure who lives on the membership proceeds. Intriguingly, Gaspard has absorbed much of the Mythos, but has never learned a single spell. Although intelligent, and a reasonably diligent scholar, his style of living off the labor of others has made him lazy and indolent.

### Jason Gaspard, Occultist

STR 13 CON 14 SIZ 14 INT 17 POW 18

DEX 14 APP 13 EDU 15 SAN 40 HP 14

**Damage Bonus** +104

**Weapons:** Stiletto 45%, damage 1D4+1D4

Fencing Foil 55%, damage 1D6+1D4

**Skills:** Anthropology 25%, Archaeology 15%, Observational Astronomy 45%, Bargain 75%, Chemistry 15%, Credit Rating 3%, Cthulhu Mythos 45%, Debate 50%, Fast Talk 65%, French 80%, History 10%, Latin 60%, Library Use 45%, Occult 75%, Oratory 85%, Pharmacy 15%, Psychology 65%, Spot Hidden 65%.

## • 905 •
## Veterinarian

184 E Saltonstall Street. Old Doc Pinter, 69, works out of his home. Bill Pinter has been Arkham's favorite vet for years and is familiar with livestock and pets. If need be, he performs his services free of charge.

*Special skills:* Diagnose Animal Disease 85%; Treat Animal Disease 90%.

## • 906 •
## St. Stanislaus Church

522 Walnut Street. Established in 1878, this Catholic church occupies a former Baptist church that could be bought cheaply. The congregation is mostly Polish. There is a daily mass at 7 A.M., Saturday confessions from noon to 4 P.M., and Sunday masses at 9 A.M. and 11 A.M.

***Father Casimir Iwanicki:*** over the years Father Casimir has been told many stories about an old witch woman named Keziah Mason and a thing that accompanies her, Brown Jenkin. The witch woman has been accused of kidnaping numerous children over the years; lately, the 63-year-old priest has found reason to believe the stories, accumulating information equivalent to 45% knowledge of Keziah Mason's earthly manifestations, and of the Secret Cult.

*Special skill:* Cthulhu Mythos 7%.

## • 907 •
## Szymansld's Boarding House

574 Walnut Street. Widow Szymanski owns and operates this cramped, slightly dingy house. A second floor room is available for $75 a month. Rooms are kept clean; the food, while simple and inexpensive, is well-prepared and tasty. Mrs. Szymanski speaks with a thick Polish accent and the majority of her boarders are Polish. Father Casimir is a frequent guest at her supper table.

***Dr. Stanley Malkowski:*** the kindly doctor has boarded here for ten years; he has a room on the first floor. Dr. Malkowski is a 59-year-old native of Poland who works mostly in Arkham's poorer neighborhoods. He performs services for free. Dr. Malkowski is protective of his community and may fail to report certain injuries to the police if not in the best interests of his patient. It is also rumored that he has on occasion performed abortions, a criminal offense.

*Special skills:* Diagnose Disease 75%, Pharmacy 25%, Treat Disease 80%.

## • 908 •
## Taran Hall

552 S Powder Mill Street. Taran Hall is a public banquet hall available for rent for $10 a day, $15 with chairs and tables. It can seat up to 250 people. If this hall is busy, investigators might try renting a hall from a church or school.

Jaspar Eleazar

## • 909 •
## Sacred Heart Church

554 S French Hill Street. Our Lady of the Sacred Heart Catholic church was established in 1891, leasing for a nominal sum a Unitarian building. Father Anthony Morency, 54, presides over a mostly-Italian congregation.

At a recent meeting with ranking church officials, he received permission to seal over a portion of the catacombs and the crypts they contain. Unnerving burrowing sounds have been heard along the south wall: keeper's choice as to the origin of the sounds.

## • 910 •
## Eleazar's Funeral Home

549 S French Hill Street. This place is owned by Jaspar Eleazar, an unscrupulous man who overcharges the poor whenever he can. He will, for a price, overlook certain oddities about corpses, and (for substantial fees) has twice embalmed corpses lacking death certificates. An old rumor has him selling pauper corpses to the University for dissection.

## • 911 •
## Simpson Apartments

648 Walnut Street. Small, drafty apartments in a poor neighborhood. For $30, a second-floor room is available, next door to Madame Dulagi, the astrologer.

***Madame Dulagi:*** for $1, she casts a horoscope. What is learned by the investigator is up to the keeper; hints about future adventures within the planned campaign are a good idea. The woman is less than five feet tall, at least 70, and very wrinkled.

*Special skills:* Astrology 60%, Occult 25%, Polish 65%.

## • 912 •
## Anton's Restaurant

689 S Powder Mill Street. The best Italian food in Arkham. A modest, clean place; supper can be had for 50-65 cents. Anton's is frequented by some members of O'Bannion's gang as well as by Joe Potrello.

Joe Potrello

## • 913 •
## The Club

620 S French Hill Street. *Unione Italiano* is on the window. A storefront fraternal organization for Italians only, this one sports Joe Potrello as a member. Here he drinks coffee and wine, plotting impossible revenges against O'Bannion and his gang. Numbers and race-betting operations, both rackets of the O'Bannion gang, operate here, and stolen items (though not items stolen from Italians) can be bought here. The manager is Virgilio, who sports "Big Red" as a nickname. Rumor has it that O'Bannion backs the place, and takes the profits.

***Joe (Giuseppe) Potrello:*** he's a sorry sight these days, his power ruined, his influence gone, he has left one loyal henchman. Not even the Italian youth-gang, the Rocks, respects him.

He knows the O'Bannion mob has him marked for death. He also knows that police are on O'Bannion's payroll and fears that they might set him up (not so—Arkham's police are not yet that corrupt).

Potrello came to the United States in 1900 at the age of 12, sent here by his widower father to live with relatives in Arkham. He grew up in Arkham's poorest Italian section, working in mills here and in nearby Bolton. By age 18, he led a handful of toughs specializing in muggings and shopkeeper extortion. Dismissed from the Army after a few weeks when the Armistice was signed, Potrello established an ingenious illegal numbers game modeled on rackets popular in New York. The game turned a good profit. When Prohibition arrived, Potrello had the capital and contacts to locally distribute profitable booze from overseas.

Potrello comports himself modestly, and dresses in common working-class clothes. Most Italian-speakers know of him; many admire him. He is a good contributor to the Church, though professing a belief that his actions contradict. Those he has wronged know him as a stern opponent, and fear to speak to the police. The police fear him as a cool, shadowy figure who may someday become respectable enough that the Italians will elect him to the Town Council.

### Joe Potrello, Gangster

STR 15 CON 12 SIZ 14 INT 15 POW 15

DEX 12 APP 12 EDU 9 SAN 35 HP 13

**Damage Bonus:** +1D4

**Weapons:** Fist/Punch 85%, damage 1D3+1D4
Head Butt 65%, damage 1D4+1D4
Kick 65%, damage 1D6+1 D4

Grapple 75%, damage special
Stiletto 95%, damage 1D4+2+1D4
.38 Revolver 75%, damage 1D10
**Skills:** Dodge 45%, Fast Talk 55%, Listen 55%, Oratory 65%, Read/Write Italian 45%, Sneak 45%, Spot Hidden 85%.

### Lou Benito, Henchman

STR 14 CON 14 SIZ 14 INT 12 POW 11

DEX 15 APP 12 EDU 8 SAN 44 HP 14

**Damage Bonus** +1D4
**Weapons:** Fist/Punch 75%, damage 1D3+1D4
Head Butt 55%, damage 1D4+1D4
Kick 45%, damage 1D6+1D4
Grapple 65%, damage special
Stiletto 85%, damage 1D4+2+1D4
.45 Revolver 75%, damage 1D10+2
**Skills:** Dodge 75%, Fast Talk 45%, Hide 70%, Listen 65%, Say Yes 88%, Sneak 75%.

## • 914 •
## Tenement

615 S French Hill Street. By no means the only tenement on the block, this 1840s brownstone has a third floor walk-up available for $14 a month. The building is cramped, dirty, noisy, and the water and heat are unreliable. Windows are drafty and an investigator hears crying babies, fist-fights in the streets, and children running up and down the halls. The next-door-neighbor is an occasional prostitute, Mona, who also performs petty theft when she can.

***Hagan Wilson, Artist:*** he lives above the vacant apartment. Wilson is 32, a deranged master of watercolors and pen and ink. Several years ago he seemed destined for fame and had several shows in Boston and New York.

But about that same time Wilson discovered, in issues of a pulp magazine called *Weird Tales,* the works of a reclusive New England horror author. He became obsessed by the author's visions. Wilson's paintings took on a darker and more foreboding tone. He hinted to friends that he had done some other paintings that he dared show to no one.

From late February until early April of 1925 a series of shocking dreams left him, for a time, an inmate at Arkham Sanitarium. Upon release he burned his collection of strange stories along with many of his works, but he remained obsessed by the themes and to this day continues to produce Cthulhoid-styled canvasses—nightmare scenes released from his unconscious mind by the bizarre dreams.

His professional career is ruined but he continues to occupy his one-room drafty garret churning out piece after piece, foregoing food and sleep to satisfy his madness. He is a member of the Eye of Amara Society but is due to be expelled for lack of funds.

### Hagan Wilson, Artist

STR 11 CON 7 SIZ 12 INT 17 POW 15

DEX 15 APP 6 EDU 13 SAN 21 HP 10

**Damage Bonus** +0
**Weapons:** none.
**Skills:** Draw 88%, Cthulhu Mythos 22%, Occult 15%, Watercolors 83%.

## • 915 •
## Halsey Public School

391 E Miskatonic Avenue. Grades 1-8 meet here from the first Monday in September till the last Friday of May.

## • 916 •
## Petrucci's Barbershop

708 French Hill Street. This barber shop is often frequented by the Italian criminal element. Aldo Petrucci knows most of them but is loyal and would not speak a word of what he hears. Investigators nosing around here are immediately reported to Potrello as potential assassins from O'Bannion.

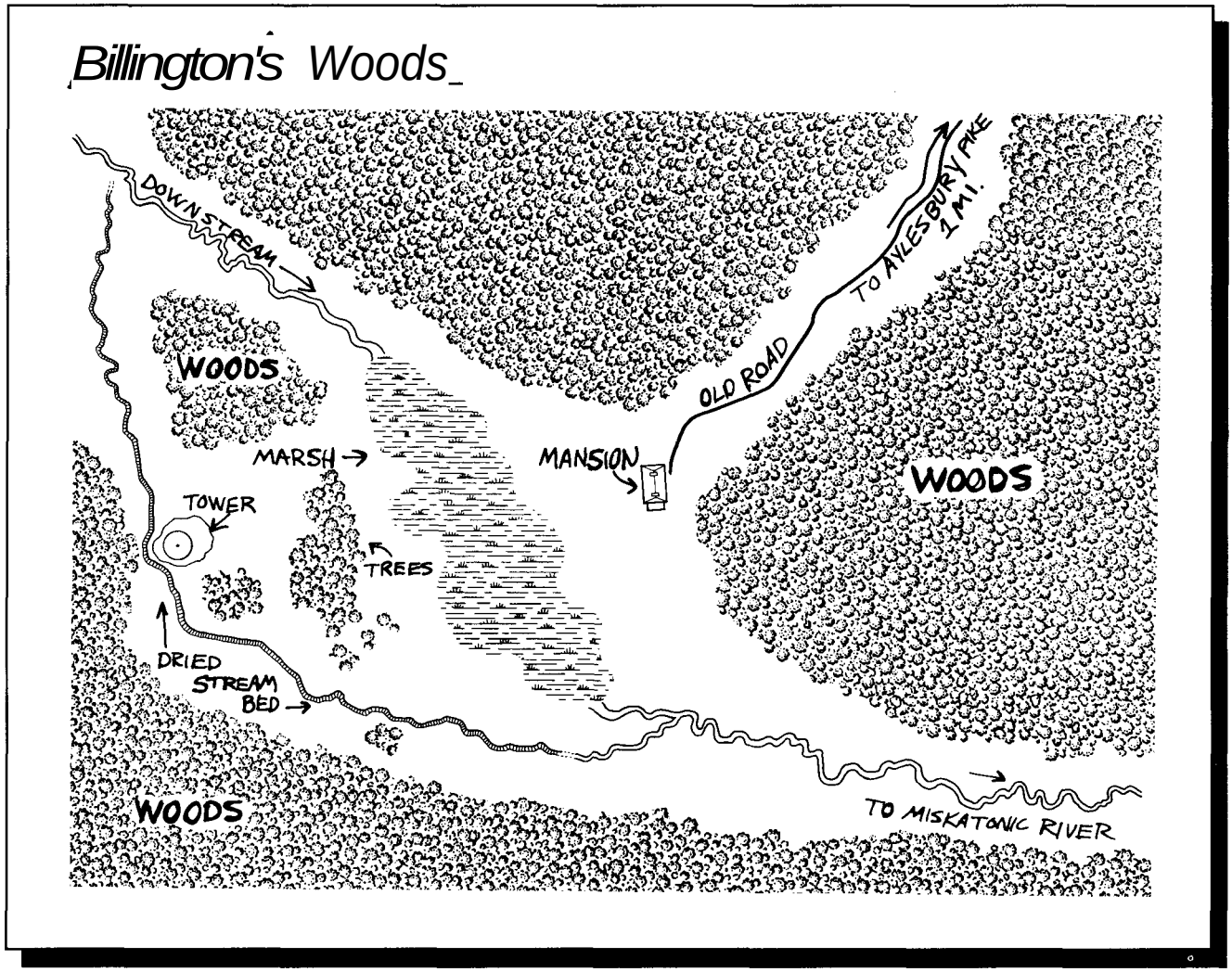
## • 917 •
## Christchurch Cemetery

South edge of town. Christchurch is the newest cemetery in Arkham; rich and poor find burial here. Despite the inevitable reference to Christchurch Episcopal, these plots are non-denominational. The Congregational church is handiest to this location.

The cemetery is surrounded by an eight-foot-high stone wall, topped with iron spikes. Entrance is through the main gate only, located at the foot of Peabody Avenue. The gate is open 7 A.M. to 6 P.M. daily. A watchman lives near the gate.

Climbing the wall is possible but requires a ladder, a successful Climb roll, or a lot of help. Once atop the wall the character will have to make a DEX x5 roll or less to avoid injuring himself on the rusty iron spikes set in the top. These cause 1D3 points of damage plus a 10% chance of infection by tetanus if treatment is neglected.

KEEPER ENTRIES .....




# The Outskirts
## Beyond All Neighborhoods

### •1001•
### Billington's Woods

Northwest of town. This dark looming forest, much of it untouched by axe or saw, has been in the Billington family since colonial times; the present owner is a member of the English branch of the family. No one has lived on the property since 1821.

With some effort, a carriage-way can be traced leading off the Pike and through the woods to end at the house.

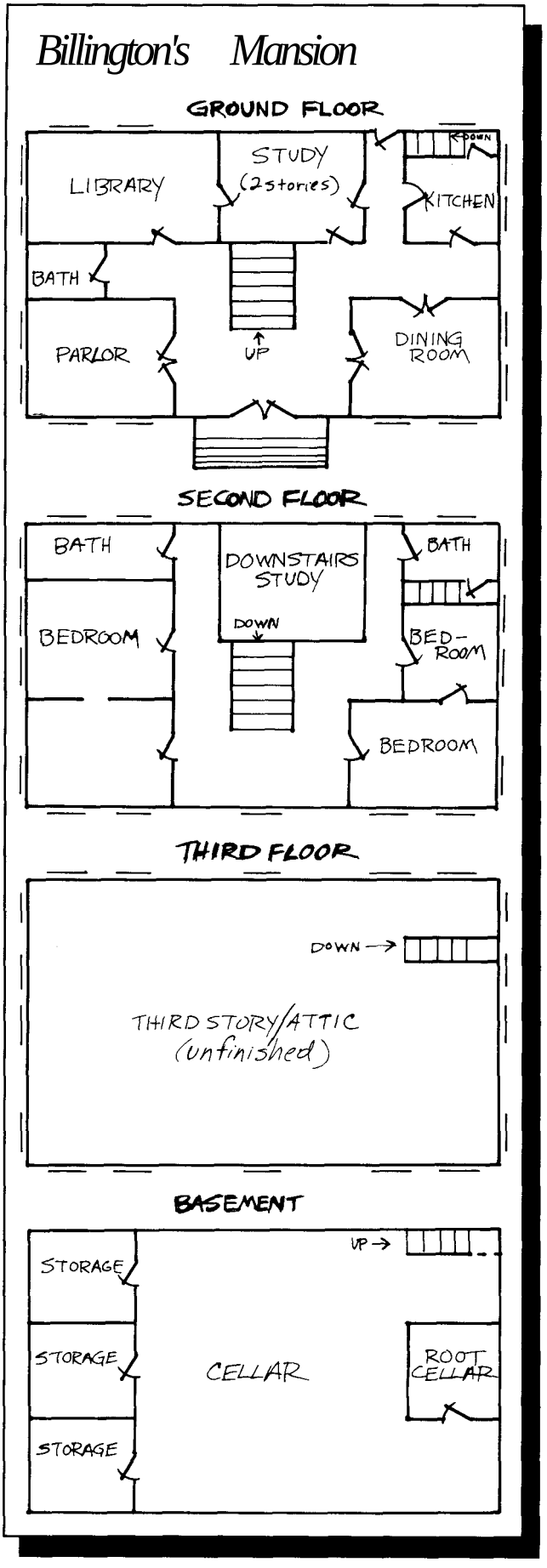
The house is remarkable for the four pilasters on the facade. The most interesting part of the house is the two-story study, where a huge circular window of "many-coloured glass" dominates the western wall. Tall, dust-coated bookshelves line the other walls.

***Books in the Study:*** a search of the shelves turns up copies of the *Liber Ivonis, De Vermiis Mysteriis, Cultes des Goules,* and *Thaumaturgical Prodigies.*

A small holographic manuscript headed "Of Evil Sorceries done in New England of Daemons in no Humane Shape" is present, at the keeper's option. The essay is fragmentary; what's present concerns sorceries only in early New England. The author is unknown. With a successful English roll, a reader's player adds 2 percentiles to Cthulhu Mythos, SAN cost 1D3, no spells.

The most important book here is *Al-Azif—Ye Booke of ye Arab,* a translation or interpretation of part of the *Necronomicon,* written in crabbed and meandering provincial English in the 16th century. With a successful English roll, a reader'splayeradds8percentilestoCthulhuMythos,SAN cost 1D8, spell multiplier x2. Within this book can be found the spell *Call the Lurker at the Threshold.*

***The Circular Window:*** concentric circles, split by rays emanating from the center to the perimeter, grow darker toward the center of the glass. The center is a single round pane of clear glass, like the pupil of an eye. This window looks westward, across trees and a small marsh, directly at a stone tower a few hundred yards away.




Gazing through this window for an extended time induces visions of hazy, nebulous Mythos scenes with a Sanity cost of 1/1D3 points for each exposure.

At night, if the tower is stared at through the window, the spirit of long-gone wizard Alijah Billington may attempt to possess the character at the window. To defeat the attack, the character must receive a successful resistance table roll pitting his or her POW against Billington's POW 20. If successful, Billington possesses the character for his own purposes. The possession is not strong, however; moving the possessed character from the house for 1D20 days breaks the subjugation.

***The Stone Tower:*** the tower seen from the window stands in a low spot on the property, atop a small island in the bed of a dead tributary stream. A circle of rough-shaped but carefully placed stones surround it.

It is built of stones 15 inches thick. It stands 20 feet high, and is 12 feet in diameter at the base. A conical roof surmounts the tower. A single arched doorway in the base provides entry.

The interior is hollow. A narrow flight of crude stone steps curl up the interior wall. Chiseled into the wall along the stairway is a primitive but impressive bas-relief, a design that repeats itself all the way to the top.

At the end of the stairs is a small platform that one can crouch upon. An opening in the tower's roof, facing east toward the house, has been sealed off by a large block of limestone that bears some type of Elder Sign. If this stone is pried loose, the platform can be stood upon, placing the investigator's head above the peak of the roof and leaving most of him exposed.

With the stone removed, rites and incantations can be performed here. To call the Lurker at the Threshold, an incantation must be made thrice and certain diagrams drawn in sand while standing within the circle of stones. The Lurker manifests through the opening in the tower's roof and, filling the tower, pours out through the arched opening, demanding its sacrifice. Pointing toward a nearby village suffices.

***Description of the Lurker:*** a dark formless mass, huge and slug-like but moving rapidly across and through the earth. It is not completely material. It is thought to be a form of Yog-Sothoth.

## The Lurker at the Threshold

STR 44 CON 44 SIZ 32 INT 20 POW 40

DEX 22 Move 14 HP 38

**Damage Bonus** +4D6

**Weapons:** pseudopod *99%,* damage 2D10 +4D6

**Armor:** The Lurker is not completely material; weapons which can impale do only minimum damage.

SAN Cost: 1D10/4D10.

## • 1002 •
## Snake's Den Cave

Southwest of town. The cave appears in the south face of Elm Mountain, in the dark woods just north of the old Carter mansion. Local folk keep shy of the cave, fearing adders (as all poisonous snakes are known here) or worse, but Randolph Carter played here as a child.

At the rear of the cave is a fissure which, if an investigator can squeeze through (SIZ 13 or less only) leads to a rarely-visited inner cave. This second cave contains a pylon of roughly-shaped stone. On the back wall can be seen the faint traces of a carved arch and what looks like a gigantic hand. This is a Gate through which Carter, with the aid of a strange silver key, passed out of this world.

## • 1003 •
## The Old Carter Mansion

Southwest of town. Located along the road from Boston, the old Carter place lies halfway up Elm Mountain on a knoll cleared of trees. The mansion has been in the Carter family since shortly after the founding of Arkham. Christopher Carter, great-uncle of Randolph, last lived in it. Christopher Carter died shortly after the turn of the century.

Unmaintained and unlived in, the entire roof has since collapsed into the rest of the house.

## • 1004 •
## University Athletic Field

West of town. This facility is located approximately 1.5 miles west of Arkham on Aylesbury Street. Here is a football field with stands, a non-regulation baseball diamond, and a quarter-mile cinder track. Anyone is free to use the area except during practices.

Some equipment and additional disassembled bleacher stands are stored in two large sheds at the edge of the property.

The Astronomy Department stores its eight-inch telescope here.

## • 1005 •
## Town Dump

North of town. Most of Arkham's trash and garbage end up northwest of Meadow Hill, in a big excavated pit. At night the place is infested with raccoons, skunks, oppossums, w/ an occasional black bear.

## • 1006 •
## Chapman Farmhouse

North of town. An old farm near Meadow Hill, it was given up in the late 19th century and the fields left fallow. The family rented out the house. In 1904, Herbert West accidentally burned it to the ground, and with it his papers and equipment. The farm was then abandoned for two decades. In the last few years, the Arkham Gun Club has paid the arrears and uses a field a half-mile from the farmhouse for skeet shooting. The ground here is littered with the shards of countless clay pigeons.

## • 1007 •
## Meadow Hill

North of town. This dark hill can be made out from high points in town. Beyond it is a dark vale wherein stands a single white stone, an uncarven monolith thought to be older than the Indians. In this valley nothing ever grows and the earth is barren and compacted.

The stone, long of evil reputation, is the meeting site of the Evil Coven headed by the witch, Keziah Mason. Every May Eve and Hallowmass the members of the cult meet here and conduct unholy rituals. Last May the Arkham police, along with Essex County deputies, raided the meeting and scattered it, arresting two mere fringe members. They were released when no criminal evidence could be found at the scene.

### The Evil Coven

Beyond mere criminality is a group secretly present in Arkham since the town's beginnings. Still headed by Keziah Mason (along with Nyarlathotep in the avatar of the Black Man), the coven's other members have changed over the generations.

If possible, a child is sacrificed at each meeting; some of the children who have disappeared from Arkham over the centuries were victims of this horrible cult. More often, though, young slaves were offered up beyond Meadow Hill or filthy urchins were seized or bought in the alleys of Boston, and fetched there to be murdered.

The members take care not to associate except on coven business. The number of *central members* is always thirteen, including Keziah, though their actual number varies. All have signed their names in the *Book Of Azathoth,* in the presence of Nyarlathotep.

Members often cultivate a fringe follower or two to perform risky deeds like child stealing or poisoning. Other members prefer to commit their own evil deeds. Books and cult items are kept in a secret walled-off portion of the attic in Keziah Mason's house. The other (mortal) members keep no evidence in their homes.

This secret cult has no connection with the Miskatonic students currently charged with sacrificing animals, nor do other town personalities such as Asenath Waite have links with them, nor do folk who may practice white magic or the Old Religion of the Goddess. Central members follow.

• ***Joe Ambrose,*** cult name *Jergat.* He works at Arkham Worsted Mills as a maintenance man, and has a high Mechanical Repair. Ambrose is a single man, rooming at a boarding house on French Hill.

• ***Harold Beemis,*** cult name *Balazar.* A tramp, Beemis has wandered and slept in the Arkham area for the last eight years. He grudgingly does odd jobs, but prefers to beg or steal. His great personal Power has left him with friendly relations with most of Arkham's police. Beemis is about 40, dresses in ragged clothes, and is usually unshaven and smelly. He was already knowledgeable in Occult before coming to Arkham. He usually sleeps in Rivertown.

• ***Robert Czyenck,*** cult name *Regneh.* Czyenck is 41 years old, 6'4" tall, and weighs 275 pounds. He owns the Northside Market.

• ***William Danvers Johnston,*** cult name *Ahmala.* Johnston is 54 years old and vice-president at Arkham National Bank. A central member of the coven for over twenty years, Mason keeps him second-in-command due to his intelligence and influence. He belongs to the Miskatonic Club, as well as a number of civic organizations.

• ***Abigail LaRue,*** cult name *Tama.* A 71-year-old Creole woman who spent much of her life in New Orleans, she is steeped in voodoo traditions and has a high Occult skill. She works as a maid for the Neeley family, residing in the Neeley's spacious home on west Miskatonic Avenue.

• ***Keziah Mason,*** cult name *Nahab.* She is an original Arkham settler, alive today because of her mastery of Gates which allow her to pass through time and space at will. Mason is the undisputed leader of the coven. See entry 711 for her and her familiar's stats.

• ***Edwin White Perkins III,*** cult name *Jabal.* Perkins is a dilettante residing in the family's Arkham manse. He is 34 years old. At the urging of the coven, he joined the Eye of Amara Society to learn how much they knew of the Mythos. His answer was "very little".

• ***Maria Slocum,*** cult name *Shana.* She works as a saleslady at Hattie's Boutique, and lives in a nice home with her unsuspecting husband, Darrell. She is 32 years old.

• ***Ellen Whipple Smith,*** cult name *Camlas.* Mrs. Smith is 55 years old, a sweet-acting nurse at St. Mary's hospital and a life-long resident of Arkham. She is a widow and a psychopathic killer. Some deaths at the hospital could be attributed to her, once someone became suspicious.

• ***Daniel Swain,*** cult name *Sugga.* Swain is 41 years old, a teacher at Arkham High School. He is married and has two children.

• ***Jennifer Tilstrom,*** cult name *Yula.* At 18, she is the youngest central member. The lascivious Swain recruited her; the coven induced her during Beltane rites in 1928. She lives with her parents.

• ***Sheila Torsten,*** cult name *Belag.* Just 22 years old, she works at the campus branch of Taran's Bakery. She lives with her parents.

• ***James Allen White,*** cult name *Katal.* He's a baby-faced lawyer at E.E. Saltonstall & Associates. White is 28 years old and married, without children.

The coven is ruthlessly protective. At any hint of discovery, they move swiftly and decisively to destroy their enemies. Careless investigators quickly wind up in Christchurch Cemetery. Every central member knows dangerous spells; the most accomplished ones are walking nightmares of magic.

Keziah becomes physically involved only in the most dire circumstances. If she does appear, Nyarlathotep may accompany her should the keeper wish.

The following dates are sacred to the coven: February 2 (Candlemas), March 20 (vernal equinox), May 1 (Beltane), June 21 (summer solstice), August 1 (Lammas), September 23 (autumnal equinox), November 1 (Samhain), and December 22 (winter solstice).

Beltane and Samhain are celebrated on their eves, with a full gathering of the coven at the white stone in the vale beyond Meadow Hill; rites are celebrated and a child sacrifice usually offered. The other dates may or not be observed individually, and involve no human sacrifices.

## • 1008 •
## Clark's Corners

West of town. This hamlet has existed for at least 150 years, and within the last 40 was the center of a thriving community. Potter's General Store was often visited by local farmers such as Ammi Pierce. However, the village was located along the old road running west out of Arkham and after the meteor fell on Nahum Gardener's farm, the road fell into disuse. Once a new road, running south around the Blasted Heath, came to be used, the village economy collapsed.

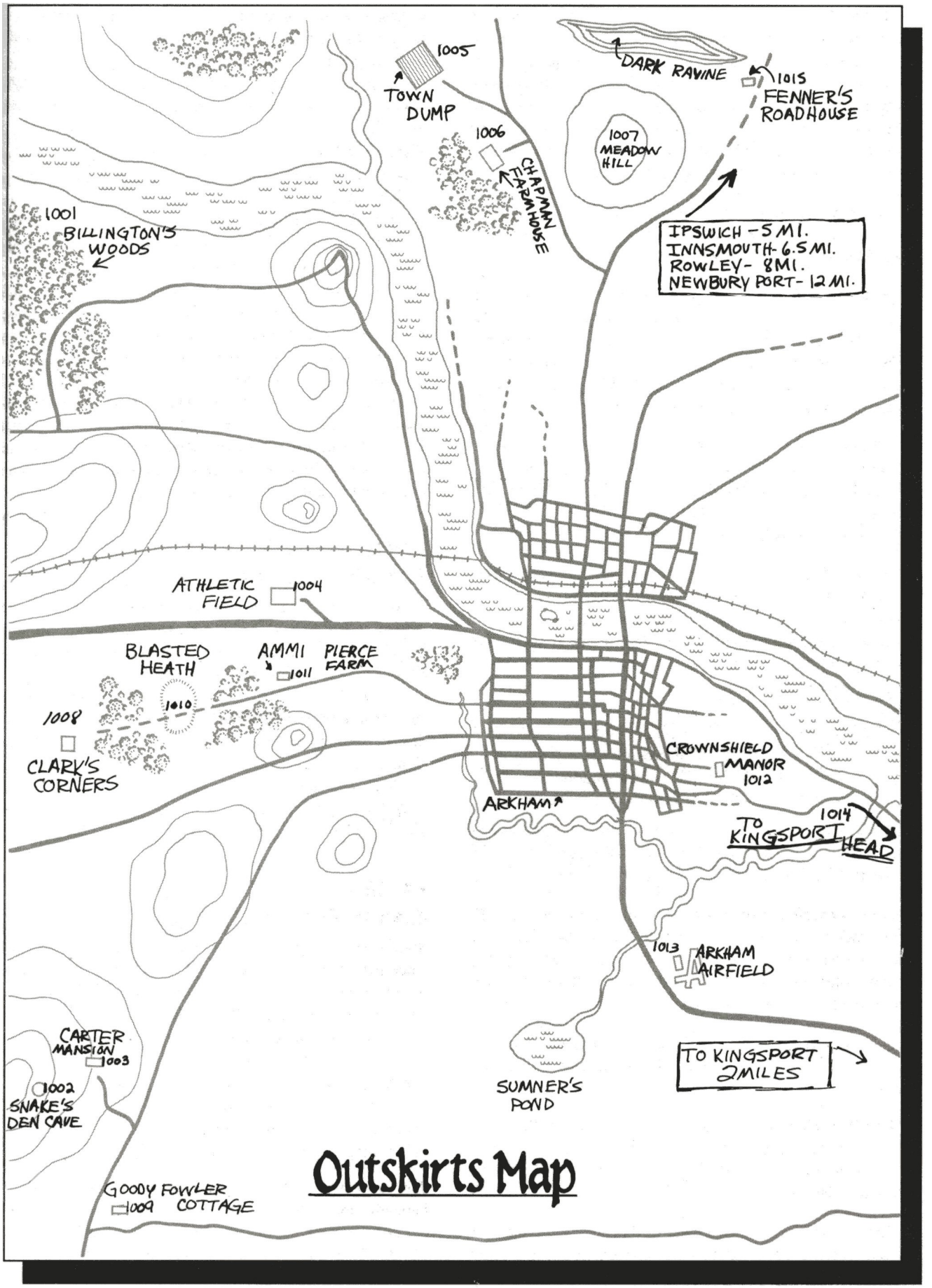
Now remaining are scattered, rotting buildings at an overgrown spot along the ghost of a road, darks' Corners will be inundated by the planned reservoir.

## • 1009 •
## Goody Fowler Cottage

Southwest of town. This gray saltbox cottage has stood here since the early 1680s. The home of Goody Fowler, the reputed witch, townsfolk swear that not a living soul has entered the house since 1704, when Goody was carried out by an angry mob and hanged.

Amazingly, the stories are true. Everything is as it was the day of Goody's murder more than 200 years before. A half-skein of yarn rests on the spindle; food dries in the cooking pot; a successful Idea or Know roll suggests that potent magicks eddy here still.

***The*** *grimoire:* at the edge of the fireplace hearth, hidden beneath a loose stone, is Goody Fowler's grimoire. Reading the book requires a successful English roll and 16 hours of effort. The reader adds 5% to Cthulhu Mythos, and loses 1D6 SAN . As the keeper wishes, the grimoire may have an




# Outskirts Map

x3 spell multiplier or simply contain the spells Summon Hunting Horror, Bind Hunting Horror, Create Elder Sign.

There is a curse upon the grimoire, falling upon anyone who takes the book from its resting place. The remover permanently loses 1 point of APP for every day he or she possesses the book, growing older and more wicked-looking. There is no way to avoid or reverse this curse, which continues in effect until the book is replaced or the character reaches APP 1, so horrid that his or her mere appearance induces vomiting in viewers. A copy of the book takes three days to make successfully.

## • 1010 •
# The Blasted Heath

West of town. A few miles from Arkham, the Blasted Heath is on the site of the former Nahum Gardner farm, bordering a now-unused road.

In 1882, a strange meteorite landed on this property near the Gardners' well. Within the year, the family was going to ruin and the farm falling to pieces. The livestock soon died or ran off; crops swelled grotesquely and then died. Gardner's neighbors spoke of a strange glow round the farm at night and began to shun the place. After a while, only Ammi Pierce, one of Nahum's oldest neighbors, dared visit.

Professors from Miskatonic visited the farm soon after the meteor landed, but their test results made no sense. The meteor soon shrank away and disappeared; a year later the Gardners were all dead.

All vegetation died in a five-acre patch of ground centered on the farm's well which crossed the old road at its southern extremity. Arkhamites soon abandoned this road, which ran on through Clark's Corners, and chose a new one to the south that avoided the area.

Within a few years, most of the old-timers had sold their farms, those closer to the Gardner farm being sooner to leave. A succession of French-Canadians, Italians, and Poles tried their hands, but none could stand up to the dark foreboding aura that seemed to poison the area for miles about. Eventually all the farms were deserted, except for that of Ammi Pierce. Clark's Corners ceased to exist.

A fine gray powder now covers acres of the original Gardner farm, and nothing has grown in the desolation for more than 40 years. The ruins of the Gardner farm buildings still can be made out.

Reports concerning the meteorite and its effects must be filed somewhere at the University, but they seem to have been misplaced—perhaps by Armitage. The remaining eyewitness to the events is an old, nearly illiterate Yankee, Ammi Pierce. Pierce firmly believes that one of the strange entities from the meteor still lives in the well.

Plans are afoot to flood most of this area, including the Blasted Heath, to create a reservoir and a secure water supply for the town of Arkham.

### Colour Out of Space

If unfamiliar with the species, keepers are urged to read Lovecraft's tale, "The Colour Out of Space", and, if possible, William A. Barton's "The Killer Out of Space" scenario in *Cthulhu Now*. The notes and statistics herewith derive from Barton's work.

A Colour appears as a shifting, insubstantial patch of color of an unearthly hue—the being is truly composed of color, and is not a gas. If touched by a Colour, an investigator feels as though enveloped by an unhealthy, slimy vapor.

Originally carried to Earth in a small cyst-like globule within the meteor which landed on the Gardner farm, a Colour grows by feeding on living organisms. The first Colour, by devouring the life force of the entire Gardner family along with most of their livestock, was able to mature to the point where it could leave the planet. This second Colour has been left nothing for nourishment but scrub grass and the few small trees that once stood in the now-blighted area. It shuns the daylight, which dilutes its power, and keeps itself hidden in the well. If the proposed reservoir is constructed, the Colour will have a greatly increased feeding area.

Though it is also vulnerable to certain spells and can be imprisoned by a strong magnetic field, a Colour is uniquely vulnerable to an Elder Sign. If touched by an Elder Sign, there is a percentage chance equal to the POW points invested in the Sign that the Colour is immediately destroyed. Whether or not an Elder Sign destroys a Colour, the Sign disintegrates when touched by a Colour, and the Colour is always forced to draw back for a short time.

### A Colour Out of Space

STR 8 SIZ 15 INT 16 POW 15

DEX 21 Move 20/20 flying HP none

**Damage Bonus** +0

**Weapons:** Feed 85%, damage 1D6 + characteristics loss

Mental Attack 100%, damage 1D6 mental points + 1D6 SAN Disintegrate 100%, automatic d

Grasp 85%, damage special

**Armor:** none, but no material attack, even flame or a magical weapon, harms it. It is vulnerable to magic attacks which destroy or consume POW, to the Elder Sign, or to strong magnetic fields: one sufficiently strong (keeper's estimate) can imprison it.

**Spells:** none.

**Skills:** none.

**Sanity Loss:** seeing a Colour costs 0\1 D4; seeming a victim costs 1\1D8 SAN.

***Feed:*** match the Colour's POW against the target's current magic points: for every 10 points by which the Colour exceeds in the matching, it drains 1 point each from the victim's STR, CON, POW, DEX. and APP, and in addition causes 1D6 hit points of damage. For each POW point drained, add one point to the Colour's POW and to its SIZ (and add 1D6 STR when POW reaches 20, 30, etc.).

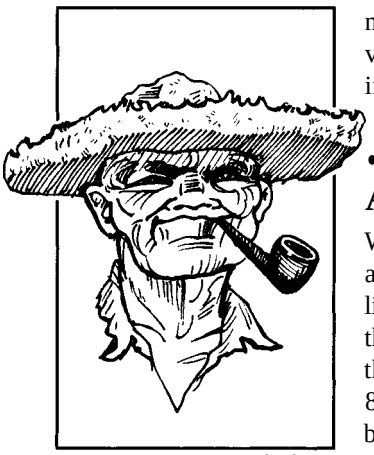
If the Colour's POW is less than the target's, it cannot feed on that character.

While being fed upon, the victim's flesh becomes suffused with the strange colors of its attacker and he feels a strange sucking and a sensation of burning cold. After the attack, the victim appears withered and gray; in severe cases, the flesh is left cracked and wrinkled.

***Mental Attack:*** this attack weakens the resistance of high-POW targets. For each day a character spends in the vicinity of the Colour's lair, he or she must successfully match INT against the Colour's POW on the resistance table or lose 1D6 magic points and 1D6 SAN. Magic points lost this way cannot be regained until the victim has left the area. Any victim wishing to leave the vicinity of the Colour's influence must receive a successful roll of INT x5 or less or be unable to leave; they'll passively resist efforts to make them move away. A character driven insane by the Colour may violently resist efforts toward relocation.

***Disintegrate:*** It takes one minute and 1D6 magic points for the Colour to disintegrate a cubic foot of metal, a cubic yard of concrete, or several cubic yards of wood. The substances so disintegrated appear partially charred or melted but no heat is generated by the process.

***Grasp:*** the Colour can solidify part of itself to use its STR (1D6 STR for its every 10 POW or fraction thereof). It can manipulate objects or grab a victim or victims to drag them into its lair.



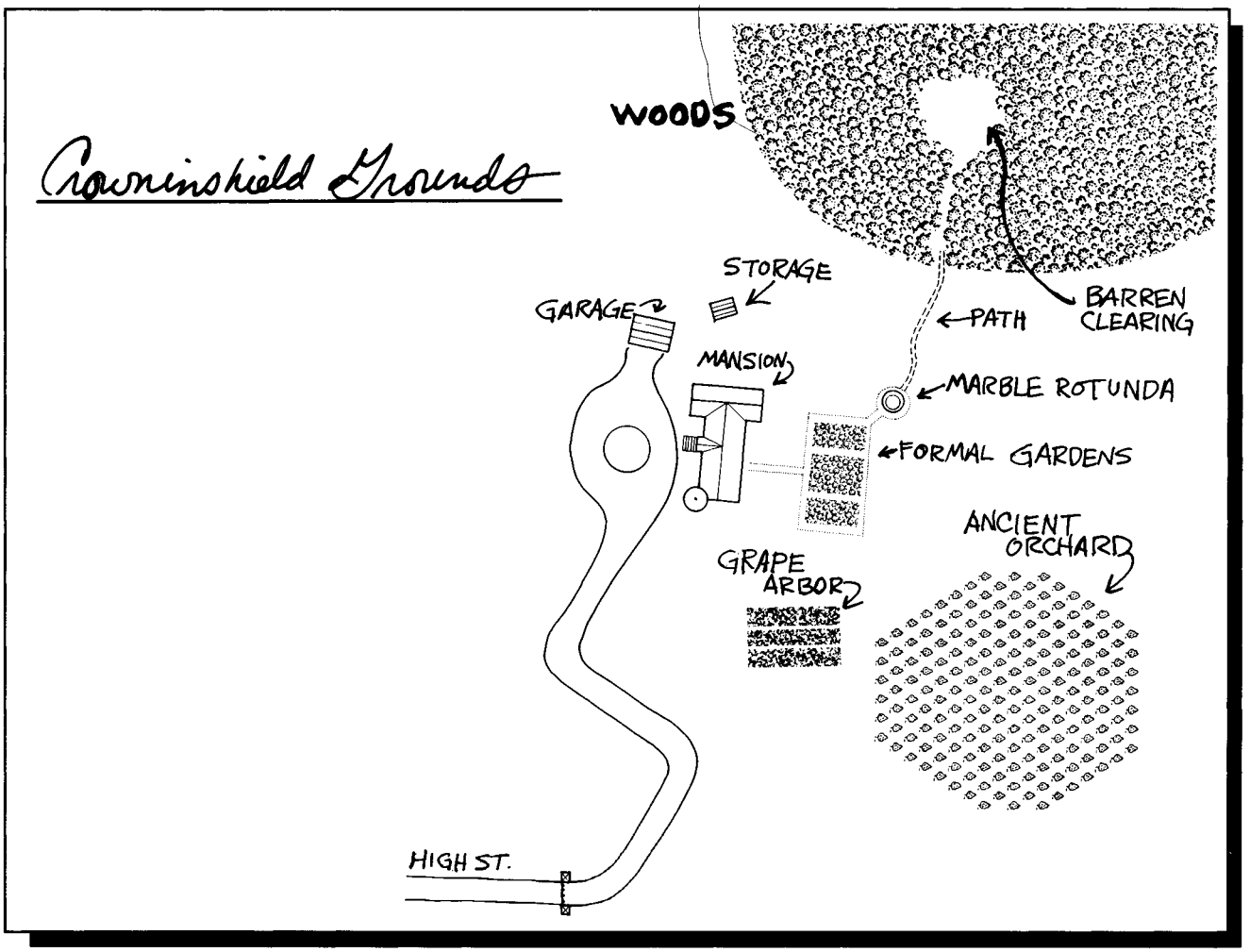
*Ammi Pierce*

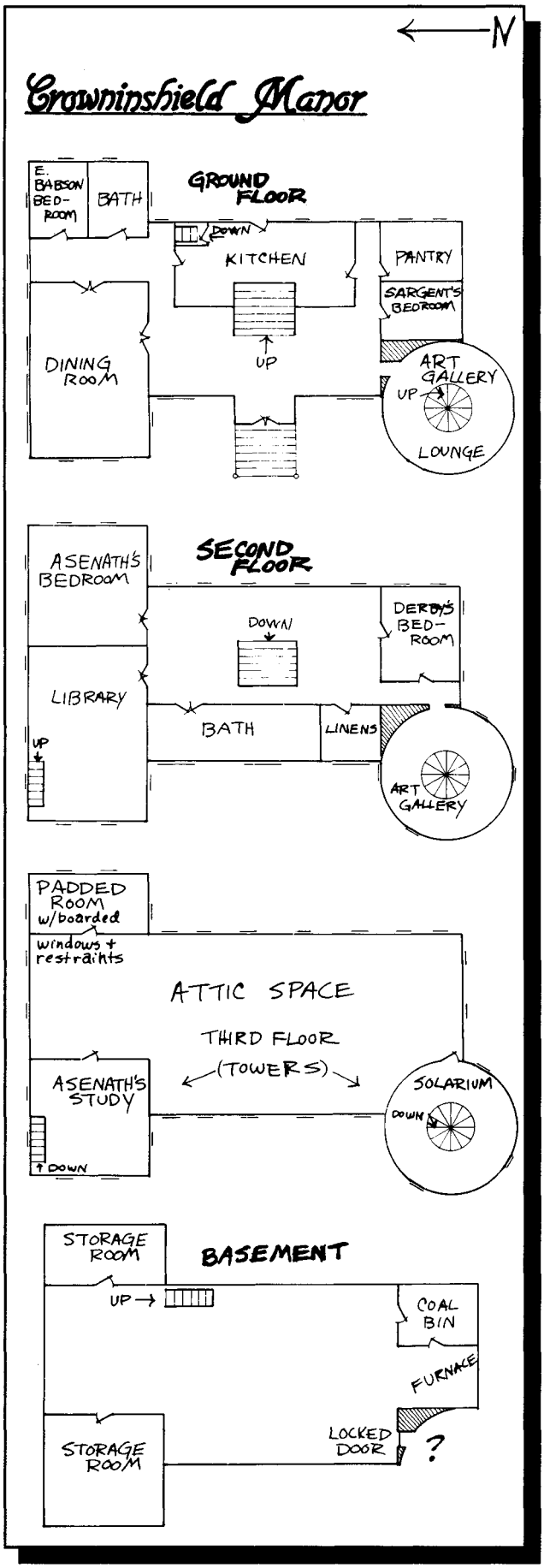
## • 1011 •
## Ammi Pierce

West of town. Often described as a queer old bird, Pierce lives on a ramshackle farm off the disused road that leads to the Blasted Heath. Pierce is 86, the only one who remembers (or is willing to talk about) the strange days after the meteorite came in June, 1882. He knew Nahum Gardner and his family well and witnessed their slow decline and destruction.

## • 1012 •
## Crowninshield Manor

Eastern end of High Street. This is presently the home of Edward Pickman Derby and his wife, Asenath Waite Derby.






Edward, now in his late thirties, is the author of the poetry collection, *Azathoth and Others,* a past student at Miskatonic University and a life-long Arkham resident. His wife, Asenath, hails from Innsmouth and carries in her the tainted Innsmouth blood. She is a graduate of Kingsport's Hall School, and attends classes at Miskatonic University.

Derby would prefer to live in the Derby family house on W Saltonstall Street, vacant since the recent death of his father, but Asenath prefers the Crowninshield manor, which they have just purchased with her money.

They keep three Innsmouth-born servants—the aged couple Moses and Abigail Sargent and a young, fishy-smelling wench, Eunice Babson.

Asenath's body is inhabited by her father, Ephraim Waite, who murdered Asenath after forcing her mind into his own aging carcass. Ephraim/Asenath prefers a male body and thinks Edward Derby's would do just fine. Ephraim is a member of a secret cult that meets in some underground place in Maine. His cult name is *Kamog.*

Ephraim/Asenath already effects temporary personality displacement, often using Edward's body to drive their powerful Packard up to Maine, to attend grotesque cult ceremonies. Derby has been left shaken and paranoid by these episodes and now rarely ventures from the house. Ephraim/Asenath intends a permanent transfer; he'll then kill Derby-while trapped in the Asenath body. Derby suspects plots and may or may not have confided his suspicions to his friend, Daniel Upton, the architect.

Asenath and Derby have many occult and Mythos books. Mythos tomes include *Azathoth and Others, People of the Monolith, De Vermiis Mysteriis,* a Bridewell *Nameless Cults,* and the *Book ofDzyan.*

## Edward Pickman Derby

STR 11 CON 10 SIZ 12 INT 16 POW 8

DEX 11 APP 11 EDU 16 SAN 15 HP 11

**Damage Bonus +0**

**Weapons:** none

**Skills:** Credit Rating 75%; Cthulhu Mythos 33; Drive Automobile 32%; Library Use 65%; Occult 65%; Oratory 75%.

## Ephraim/Asenath Waite, Evil Sorcerer

STR 12 CON 14 SIZ 10 INT 18 POW 18

DEX 13 APP 13 EDU 23 SAN 0 HP 12

**Damage Bonus +0**

**Weapons:** Fist/Punch 60%, damage 1D3

Head Butt 50%, damage 1D4

Kick 65%, damage 1D6

Grapple 35%, damage special

Dagger 45%, damage 1D4+2

**Spells:** Curse of Azathoth, Mind Exchange, Mists of R'lyeh, Wither Limb, and any six Call and Contact spells.

**Skills:** Cthulhu Mythos 72%, Drive Automobile 10%; Occult 55%, Swim 85%.

### Moses Sargent, Servant of Darkness

STR 17 CON 16 SIZ 14 INT 14 POW 12

DEX 13 APP 9 EDU 8 SAN 0 HP 15

**Damage Bonus** +1D4
**Weapons:** Fist/Punch 85%, damage 1D3+1D4
Head Butt 70%, damage 1D4+1D4
Kick 45%, damage 1D6+1D4
Grapple 75%, damage special
.38 Revolver 45%, damage 1D10
**Skills:** Cthulhu Mythos 25%; Serve Basely 70%, Swim 95%.

### Abigail Sargent, Servant of Darkness

STR 15 CON 15 SIZ 12 INT 14 POW 13

DEX 13 APP 9 EDU 7 SAN 0 HP 14

**Damage Bonus** +104
**Weapons:** Fist/Punch 55%, damage 1D3+1D4
Scratch and Claw 65%, damage 1D2+1D4
Kick 55%, damage 1D6+1D4
**Skills:** Cthulhu Mythos 29%, Swear 67%, Swim 95%.

### Eunice Babson, Saucy Servant of Darkness

STR 13 CON 13 SIZ 11 INT 11 POW 12

DEX 14 APP 13 EDU 8 SAN 0 HP 12

**Damage Bonus** +0
**Weapons:** Dagger 45%, damage 1D4+2
**Skills:** Cthulhu Mythos 19%; Swim 92%, Wink Lewdly 59%.

**• 1013 •**

## Arkham Airfield

East of town. The new flying-field is owned by ex-ace Stanley Harrington. A Boston native, Harrington downed six German aircraft in the war before being shot down himself. He survived the crash but severely burned his right leg; he was retired from the Army and sent home.

After spending a few years barn-storming, a second near-fatal crash convinced him to settle down, opening Arkham Airfield—a short dirt runway, a hangar with doors at either end, two planes, an small office beside the hangar, and a windsock.

The planes are, respectively, a two-seat and a three-seat biplane. Harrington will rent one to a licensed pilot or to someone who has Pilot Aircraft of at least 30%. (Pilot licenses are quite new, provoked partially by barn-storming excesses in other states, a development of which Harrington disapproves.)

Renting a plane requires a $50 deposit and Harrington's approval of the applicant's character. Hourly charges are $2 and $3, respectively, for the two-seater and the three-seater. Renters pay for gasoline and any damage. Day rates can be negotiated.

For $2 more an hour, and without the cash deposit, Harrington will do the flying.

Stanley Harrington is a qualified flight instructor who will teach Pilot Aircraft to people he approves of, but they must have at least DEX 13. The price for three hours a week is $7.50, and the course lasts six months. At the end of that time the student knows 4D6+10% Pilot Aircraft.

*Edward Derby*

*Asenath Waite*

Additional lessons raise the student's ability by 1D6 points every six months, to a maximum of 50%, for $65 per six months.

Storage space for investigator planes, as well as skilled maintenance, can be negotiated.

Harrington charges 25 cents per take-off or landing.

Only Prof. Wingate Peaslee of the University currently rents hangar space. He keeps here a five-seat closed-cockpit high-winged monoplane of radical design, one which Harrington and his mechanic adore. A prototype of the Caproni 101 (without military fixings), this expensive tri-motor has

### Aircraft in the United States

In 1928, approximately 5000 new airplanes were built in the United States. Of these, nearly half were open-cockpit biplanes, 85 were closed-cockpit monoplanes, and only 69 were closed-cockpit biplanes. A mere 60 craft of transport size were constructed in that year, and only five seaplanes.

While war surplus trainers could be had for as little as $300, newer sophisticated craft cost far more. For instance, Stanley Harrington owns a Travelair three-seater biplane produced in 1925 with the original 90hp engine; it cost $3000 new. Fitted with the newer 200hp Wright engine, the price would leap to $9000. The two versions cruise at speeds of 100 and 125mph, with cruising ranges of 400 and 500 miles, respectively.

Airplanes at this time typically flew at speeds between 100 and 250mph (a top-speed record), with cruising ranges of 250-1000 miles.

Airplanes can be custom-fitted with larger, more powerful engines and additional fuel tanks for extended cruising range. Such items add weight, lowering passenger/cargo capacity and changing flight characteristics

Stan Harrington

Bucky Heingrapper

Alfa Romeo engines, a maximum speed of 120mph , a ceiling of 20,000 feet, and an effective range of 600 miles.

Stanley Harrington: he turned 30 this year and, despite a severe limp he hasn't lost his sense of adventure. Carefully greased and hidden away in the hangar is a .30 machine gun of World War vintage that can be fitted to either of his two planes, and 5000 rounds of ammunition to go with it.

### Stanley Harrington, Adventurer

STR 15 CON 16 SIZ 14 INT 13 POW 15

DEX 16* APP 15 EDU 11 SAN 75 HP 15

**If Harrington has to run, jump, or climb, treat as DEX 8.*

**Damage Bonus** +1D4

**Weapons:** Fist/Punch 60%, damage 1D3+1D4
Grapple 65%, damage special
.45 Revolver 45%, damage 1D10+2
.30 Machine Gun 65%, damage 2D6+3 (burst fire)

**Skills:** Camouflage 15%, Drive Automobile 65%, Electrical Repair 45%, First Aid 35%, French 30%, Make Maps 20%, Mechanical Repair 25%, Pilot Aircraft 83%, Spot Hidden 35%.

***Bucky Heingrapper:*** Harrington's mechanic is short, fat, and greasy. Bucky is never seen without a huge wad of chewing gum in his mouth. He's a little stupid, but is also a superb intuitive mechanic, the best in Arkham. Once the investigators learn this, they may ask Bucky for auto repairs.

*Special skills:* Airplane Repair 87%, Automobile Repair 89%.

## •1014•
## Kingsport Head

East of town. This high isolated headland, atop cliffs towering hundreds of feet above Kingsport, is more easily reached from Arkham than the town it overlooks. Soon to be constructed here is a powerful shortwave wireless station to be jointly owned and operated by Miskatonic University and the Arkham *Advertiser.*

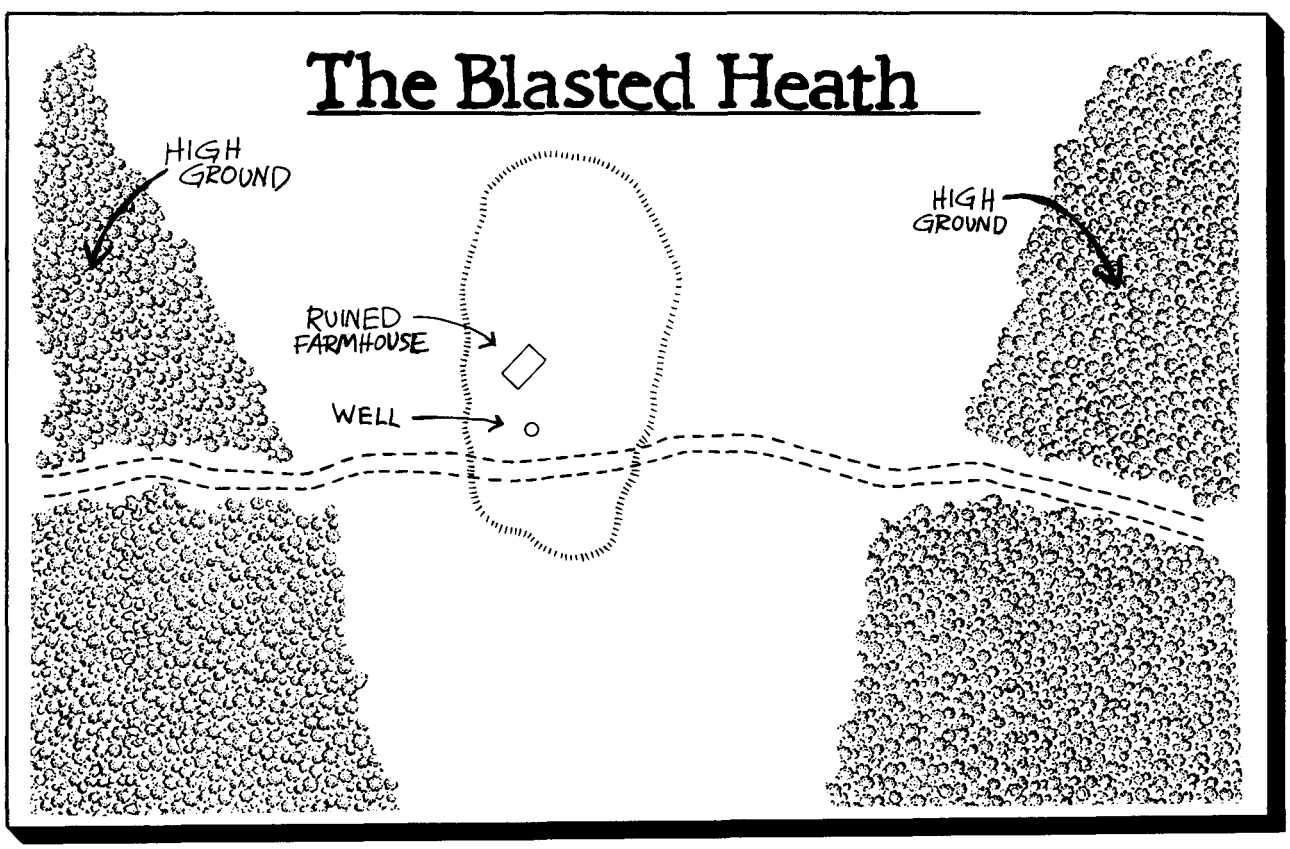
The Strange High House in the Mist, also found on the Head, is on the southern tip, overlooking Kingsport hundreds of feet below. There are shuttered windows on the sides of the house but the only door faces out directly over the precipice of the head, into empty air. Only birds can reach it. The house is a mystical gate to the Dreamlands, a fact discoverable only by sleeping in the town of Kingsport.

## • 1015 •
## Fenner's Road House

On the highway toward Newburyport, just ½ mile north of Harper's Woods. After Arkham's sedate speakeasy closes, those craving fast living drive out to Mel Fenner's, a large three-story house isolated in the country. Though Fenner's offers varied opportunities for sleazy behavior and is therefore a true alternative to Bolton, Fenner's main downstairs room is the only meeting place near Arkham which may be open after midnight; this grants the place a certain acceptance and cachet even among young women. Closing time depends mostly on how Fenner feels that night, and whether or not the right county deputy is on patrol. Definitely closed Sundays.

**KEEPER ENTRIES** .....

**KEEPER ENTRIES**




*refer to page 88*

# A Little Knowledge

*Wherein a violent and mysterious death intrudes upon the peaceful atmosphere of the Miskatonic campus, prompting our heroes to take a hand and solve the crime.*

This scenario is intended as an introductory adventure for a party of from two to five inexperienced investigators, or as a low-key enjoyment for investigators of greater subtlety. For keepers of lesser experience, some of the die rolls possible to each situation are instanced, and in some cases discussed.

Since the evidence is linear, keepers should try to present the incidents of the adventure in the order written.

"A Little Knowledge" is set in and around the campus of Miskatonic University, and concerns the macabre doings of one of its students, motivated by knowledge from the past. If the keeper has not already done so, he is advised to read Lovecraft's tale "Herbert West—Reanimator", from which this scenario derives. In the 1980s, the film *Re-Animator* drew from the same source.

While playing times vary, most keepers can expect to conclude "A Little Knowledge" in a single evening.

## Keeper's Information

On the morning of May third, the body of Medieval Metaphysics student Frank Charlton is found lying cold and stiff upon the Library steps.

Keepers may wish to have the investigators stumble across the corpse or, less dramatically, for them to hear about the grisly discovery through the University grapevine or to read about it in the *Advertiser* or *Gazette.*

The unusual circumstances surrounding Charlton's death generates enormous speculation among University and Town. Having mysteriously disappeared for over 24 hours, Charlton reappeared briefly on the night of May 2, savagely attacking a young coed. Strangely, Charlton had been dead for over 30 hours, according to the post-mortem carried out by University doctors upon the body a few hours after it was found.

The results of the autopsy were indeed correct. Frank Charlton died on the night of May 1, yet he was also the assailant reported the following evening. By the night of May 2, Charlton was no longer dead—he had been reanimated!

In the first decade of this century, Miskatonic University was home to a brilliant medical student, Herbert West, who studied the suspension or reversal of death by chemical means. West meticulously recorded the results of his experiments; when he graduated, moving on to bigger (although not necessarily better) things in nearby Bolton, his graded notes, papers and dissertations stayed behind, filed among tens of thousands of others in the basement of the University Library. In 1928, Claude Owen came across them.

Owen was gripped by a morbid fear of his own death; visions and dreams of charnel houses, rippling worms, and ghastly green-blue flesh possessed him. Hoping to somehow cheat death, Owen had taken up medicine and rather promptly stumbled across some of West's work. Study of those fragments sent him searching for more, for West's theories pointed at immortality.

As Owen began to comprehend the scope of West's achievement, he began the duplication of West's experiments. His fear of death had obsessed him; now the unspeakable horrors which he perpetrated in the name of Science drove him mad. Idolizing his predecessor even as he outstripped him, Owen set up a laboratory in the cellar of the old Chapman farmhouse, where the original Reanimator had worked.

Made bold by a string of successful experiments, Owen attempted to gain the acceptance of the University's bohemian set, of whom singular rumors spoke of black magic, deviant behavior, and events beyond belief. Who else, Owen reasoned, could comprehend his now-amazing powers—after all, did he not have the power to restore life to the dead? Certainly the hidebound intellectuals at the School of Medicine refused to appreciate his accomplishments.

Most of the bohemians were dilettantes and their hangers-on, people to whom flirtations with drugs and fast living granted sophisticated credentials, and who filled their evenings with borrowed witticisms and studied poses. There was in fact a dark inner circle, headed by Asenath Waite, who might have appreciated his achievements, but Owen never made firm contact with them.

To his chagrin, a foppish young man named Frank Charlton fastened on Claude Owen's slight stutter and immediately began to make cruel but amusing jokes at Owen's expense. By the end of the evening, Owen was livid and his hopes were dashed. For the deranged young student, rejection was humiliating. For Charlton, it was a fatal mistake.

As obsessively as he had worked from Herbert West's notes, Owen now plotted revenge for the insult. In the early hours of May 2, he struck, chloroforming Charlton in a lonely corridor.

Owen lived alone. He brought the unconscious victim to his nearby room. There he smothered the helpless Charlton with a pillow, then slid the corpse under a bed. Owen began to prepare the chemical agent which would return the stiffening cadaver to life. Normally he would carry out such an experiment in his secret lab, but Owen feared exposure if he attempted to move the body to the farmhouse. The following night, Owen injected his solution into the corpse's cold arm.

Owen intended to bring Charlton to life and then to kill Charlton again and again, until he had left Charlton as a babbling monument to himself, the New Reanimator. Charlton's response, perhaps because Owen delayed administering the drug, was unexpected.

The reanimated corpse burst out of Owen's room, shambling out into the deep shadows of the University grounds. With only chaotic fragments of its reasoning intact, the thing that had been Frank Charlton staggered on through the night until it came across Vittoria Nangelo, a young coed on her way back to Upham Hall. Her screams brought a semblance of reason to Charlton's disordered mind. Overcome with remorse at his attack and filled with horror at the pain which scalded him constantly, Charlton clawed his way to the roof of the Library and jumped to his death.

Fearing exposure and the noose, Owen transported necessary notes and equipment from his room to the safety of his farmhouse laboratory, fearing Charlton's escape might expose the culpability of his unorthodox studies. Underground, surrounded by the fruits of his labor, Owen works on. But not for long.

## Investigator Information

With gossip flying about the campus, the investigators quickly hear interesting rumors about the late Frank Charlton. He was a student of philosophy, with a special interest in the medieval metaphysics course offered this semester. Fewer people realized that Charlton circulated in the smart bohemian set existing on the campus fringe. A few even hint of involvement in the Black Arts. Several people attest that Charlton was deeply involved with Asenath Waite, the acknowledged pacesetter of the group.

Vittoria Nangelo, on the other hand, has an excellent reputation as an intelligent, personable young woman whose soprano roles in local opera productions have received excellent notices in Boston papers.

Initial interviews might be with random students, faculty, and administration. Keepers uncomfortable with making up their own casual interviews might study the Miskatonic U. Directory for likely personalities: the Dean of the School of Language and Arts, for instance, might furnish information and suggest leads. Only the following people have much information.

## The Autopsy Report

The Essex County coroner, Dr. Whitby Lodge of Salem, assisted by Dr. Morton Waldron of Miskatonic's School of Medicine, has just finished the medical examination of Frank Charlton's remains. Their evidence, of an unexpected nature, will be presented later in the week at the formal inquest into Charlton's death.

Since the investigators may learn the identical information from either, treat the pair identically, and allow the investigators to pursue either man. They'll gain no further evidence from the interview with the second doctor, but a new Credit Rating Roll can be made for the second doctor if the first interview roll fails.

The doctor is a busy man who also maintains a small private practice; for a life-long resident of a small town, he has an unusually officious, formal attitude. If the investigators want to see him, they'll have to make an appointment and then cool their heels until he arrives, 45 minutes late.

Once in his office, the investigators need to convince the good doctor to tell them what he knows. Unless they are members of the University faculty or staff, have good connections with the Arkham constabulary, or unless at least one investigator is a practicing physician, only a favorable Credit Rating roll unlocks the doctor's lips. His information is otherwise sealed until the time of the inquest, when it becomes public knowledge. What the doctor knows follows.

- Frank Charlton's death occurred at approximately 2:00 A.M. on May 2. Cause of death was due to suffocation.
- A puncture-mark was found on the inside of Charlton's left wrist, of size and placement consistent with the use of a hypodermic syringe. As no bruising was evident, the injection was therefore made after death.
- The corpse showed post-mortem lividity, indicating that the body lay face-up for some hours after death.
- Abrasions on the body, together with three spinal fractures occurred at least 18 hours after death. The fall was sufficient to have caused death had the body been alive when dropped off the roof.
- The report finds that Frank Charlton died by suffocation, murdered by the hands of a person or person unknown, and could not have attacked Vittoria Nangelo nearly 24 hours later.

Incidentally, the doctor adds, Vittoria is in the hospital, in Arkham. If the investigators' Credit Rating has satisfied him and if the keeper wishes, he offers to see that they can be admitted to her room, to attempt an interview.

*Vittoria Nangelo*

## Vittoria Nangelo

During her struggle with the reanimated Charlton, Vittoria tried desperately to drive him off; but when she clawed his face and his wounds did not bleed, Vittoria's mind snapped and afflicted her with temporary stupefaction. Now she lays in a darkened private room in St. Mary's, staring blankly at the ceiling.

She is under doctor's orders not to be disturbed. Investigators can get into her room in several ways—with an introduction from a physician known to the nurses, by receiving a successful Fast Talk or Debate, by numbering among themselves a practicing physician, by disguising themselves as doctors and boldly walking in, by means of a successful Sneak roll, and so on.

Her dark, luxurious hair is matted and unkempt, and her sculptured, elegant face is pale. Everyone immediately notices her unresponsiveness. With a successful Psychoanalysis roll, an investigator can pierce the mental barrier and bring her to consciousness in a few minutes. A daring investigator who thinks to focus her attention by successfully Singing also breaks through, and finds her joining him or her in song. A Psychology roll has no effect; the investigators do not know enough about her to guess what she might need. No other way exists to get her to talk until the day of the Charlton inquest.

If the investigators bring her to consciousness, she turns to smile at them, drool trickling slowly from her contorted lips. She giggles, "He—he wasn't very well. You wouldn't … be very well either… if you couldn't bleed!" She begins to cry then, and any successful Psychology roll shows that she needs to be comforted and held, and that interviewing must end for now.

Later, she can add nothing more: she walked across campus, was attacked from the shadows, screamed, and then saw to her horror that when she raked the man's face with her nails, she merely creased his skin like chalk—no blood flowed. She remembers nothing after that.

A successful idea roll or a successful Spot Hidden aimed at her person discovers organic material still lodged under several of her long, sharp fingernails. Elementary chemical analysis (a successful Chemistry roll, or analysis conducted by a faculty member, graduate student, doctor, or pharmacist) identifies the substance as human tissue contaminated by traces of formaldehyde and other chemicals which belong inside no living human.

Within the day if the investigators succeed, or on the day of the inquest if they do not, Miss Nangelo quickly returns to her usual verve and energy, and though disturbed by the attack thereafter lives normally and happily.

## Frank Charlton's Room

The coroner has notified Chief Nichols of his conclusion of murder by person or persons unknown, and the Chief has already ordered Charlton's room sealed, posting a patrolman on guard until detectives gleaned the evidence.

Charlton's former roommate, Biff Williams, has been moved; as someone near to Charlton, nominal suspicion has fallen on him, and he's not happy about the situation. See the section "Biff Williams' Room", below.

As with Vittoria Nangelo, investigators who wish quick first-hand information must get it illegally, with concomitant risk of exposure and of damage to reputation. The room in question is one of many more-or-less identical dormitory rooms on campus (only senior and graduate men are allowed to live off-campus, free of the University's traditional moral responsibility of *in loco parentis.*

It is on the second floor of the West Dormitory, and is not locked, although a wax seal between the jam and the lock will reveal whether or not anyone has newly entered.

To get into the room, the investigators may climb the firmly-gripping ivy from the outside and press the windows open, or convince, overpower, or evade the guard in the corridor. The dormitory is built of hardwoods and long-seasoned fir with a brick facade—entering through wall, ceiling, or floor would be a noisy and extended task, alerting everyone in the building.

Remind the investigators that they probably have grown up believing that reputations are not risked lightly, but allow them to form their own plan if they wish entrance. If they know Chief Nichols or some other important city official, a word from the Chief is enough for them to gain entrance, though they're honor-bound not to take anything, even a scrap of paper. Perhaps the officer on guard is not too intelligent, and a Fast Talk convinces him that a few minutes can't hurt (maybe he even forgets that he'll have to account for the broken seal later). Perhaps they choose the window and have to receive Climb (failure is a fall costing 1D6 damage) and Sneak rolls to get in without attracting attention.

Overpowering or drugging the patrolman would be a serious offense, one never to be forgiven: investigators might be evicted from rental housing as corrupt villains, they would be refused service in stores and restaurants, and even be prey to the petty vandalism which adolescents practice best—if they escape prison; interfering with and as-

saulting an officer of the law in the pursuance of his duties is a criminal offense, a felony with a term of punishment of up to seven years.

The room is equipped with two small desks, straight-back wooden chairs, two study lamps, two low bookcases, two narrow single beds, two highboy dressers, two small closets on opposing sides of the room, a single washbasin with a cold water tap, a mirror over the washbasin, a single high window frame with two French-style hinged windows, and a single exit, the door to the hall.

No line has been drawn down the middle of the floor, but there might as well be. On the right side, Biff Williams has pinned on his wall photos of Red Grange, Babe Ruth, Gene Tunney, and Knute Rockne, clippings of his own football and baseball exploits from the M.U. *Crier,* along with a variety of French picture postcards appropriate to Biff's level of imagination. His bed is unmade, and beneath it he's shoved a large pile of sweat-soaked, smelly laundry, perhaps to be washed upon graduation. A few books lounge in his bookcase, including a handy one in German showing how to exercise naked, but Biff mostly believes in selling his texts as soon as he finishes them, allowing with many that education should leave no tracks.

Charlton's side of the room is quite different. He's installed two additional high bookcases between his bed and the wall, and they're stuffed with works on magic, psychology, and ancient history; a variety of fine prints and copies of oils cover the upper walls, from Munch to Klimt to Albert Ryder (present in an uncommonly fine forgery of *Siegfried and the Rhine Maidens).* All of Charlton's choices have darkly erotic themes. His papers, clothing, and effects are of good quality, well-maintained, and neatly systematic.

Directly over the two desks, representing a formal treaty of peace between the two seniors, one equally accepting of endeavor and of aesthetic and, to a successful Psychology roll, proving that the two men were not enemies, is an excellent copy of Eakin's *Max Schmitt in a Single Scull,* a realistic painting of an wiry man resting his oars in clear morning light. This considerable masterpiece is not something Biff Williams would have chosen, though he has grown to admire it.

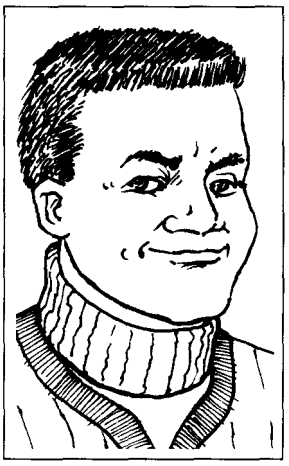
Charlton's papers and effects offer no clues to his death, though certain items left to the keeper to describe or to ignore indicate that Charlton enjoyed unconventional behavior: the keeper may use this opportunity either to create a red herring for the players, or to reveal a secret of Charlton's life possibly useful to the investigators, such as an unfinished letter addressed to Asenath Waite discussing some aspect of magic.

## Biff William's Room

Temporarily housing him in the noisy and chaotic East dorm, the police allowed Biff to remove only a handful of clothes, two textbooks, and a pair of shoes from the room he shared with Charlton. Biff is indeed a prime suspect, possessing as he does the athletic ability and the required opportunity to first smother Charlton and then to hurl his body from the Library roof.

This suspicion ends when Miss Nangelo becomes conscious and the police interrogate her. She denies firmly and unequivocally that her attacker was Biff Williams, though her insistence that the dead Frank Charlton assaulted her baffles the police.

Pending the outcome of the investigation, Williams has been confined to campus, and stays mostly in his room. A muscular blond young man of good family, he is easy to interview, though naturally upset at the turn of events.



*Biff Williams*

They were mismatched roommates, he agrees, but he swears he had nothing to do with poor Frank's death, and maintains that he and Frank had become friendly, if not friends. A successful Psychology roll substantiates this testimony.

Of Charlton, he says that the young man could take care of himself; although he was not strong, he had a wicked tongue and was not afraid to use it. Charlton's friends mostly were members of the bohemian fringe of artists, poets, and hangers-on which exists around any university campus. Charlton apparently had an affair with Asenath Waite, another student on campus—at least he saw her a lot. Finally, Charlton enjoyed toying with notions of magic and dimensions other than those we know; in Biff's opinion, though, Frank Charlton was not the sort to attempt anything seriously but appreciating fine works of art.

**Biff Williams, Student**

STR 16 CON 14 SIZ 14 INT 10 POW 10
DEX 14 APP 9 EDU 13 SAN 50 HP 14
**Damage Bonus** +1D4

**Weapons:** Fist/Punch 60%, damage 1D3+1D4

**Skills:** Climb 60%, Dodge 35%, Hit Home Run 26%, Tackle Runner 62%, Throw 46%.

## The Bohemians; Asenath Waite

The number of the young artists and poets, posers and aesthetes who make up Arkham's 'smart set' are small, but the last thing they would want is a large group. Most of these faddish young trendsetters will experience neither fiery debauchery nor cool evil, and their genuine sins will always consist of things they didn't do. A core group, though, of whom Charlton was one, lends the majority that aura of decadence, sinister reputation, and obscure power which

they earnestly crave. Tales of perverse behavior and obscene parties cluster around them, as do hints of dark rites and occult ceremonies. Central to all such gossip is the figure of Asenath Waite Derby, who lives with her husband, Edward, at Crowninshield manor.

The set regularly meets in a small cafe near campus. This cafe is not marked in the Arkham background section of this book; if interested in it, keepers should assign it an address, a name, and imagine its operator and its interior.

Since she comes from shunned Innsmouth, rumors concerning Asenath Waite ripple unceasingly across campus. Tales of her hypnotic powers and a strange ability to make people believe that she has swapped bodies with them are common. Though it is not widely known, a few strategically-placed members of the set say that Asenath and her friends achieve strange powers during the dark of the moon. These hints are offered without details and always with lowered voices and backward glances. As yet no one knows that the shell of her body has been possessed by her evil, sorcerous father, Ephraim Waite.

Keepers might want to make Asenath unavailable for a day or so in order that the investigators accumulate such stories; by the time the investigators can find her, they'll be dreading the worst.

Asenath's room, tucked high up under the eaves of the manor so that the wind moans outside like a tortured soul, is a place of darkling beauty. Stray candles dot the floor, their rich light spilling across the impressive trappings of the ceremonial sorceress. On the high mantle grins a polished skull, black wax dripping in unsettling shapes down its sides. From across the room stare the dead eyes of a lizard, the taxidermist's art making it almost alive. Richly embroidered tapestries curtain the walls and windows, and partially erased chalk circles and diagrams can be glimpsed upon the floor, only half hidden by cushions and rugs. In the center of the room, her slight frame one with the deep shadows clustered in the room's corners, Asenath broods like a spider in its web.

She is small, dark, and attractive except for staring, protuberant eyes. It will not be easy for the investigators to gain her trust. She is cold and calculating, and a dangerous opponent, as Lovecraft's "The Thing on the Doorstep" illustrates. Somehow the investigators must become worth her time before she'll give them more than bland, useless replies.

Kindly keepers may merely call for successful Occult, Debate, or Cthulhu Mythos rolls to impress her; keepers wanting more strenuous efforts by investigators may propose a test or initiation: perhaps they should borrow the Library's copy of the *Necronomicon* as a sign of good faith, or summon a byakhee to the Quad at midnight as a token of ability, or walk naked across the Garrison Street bridge as a token of daring. Such a project may become as elaborate as the keeper desires, always with the admonishment that failure may threaten the successful solution of Charlton's death.

Having gained her consideration (Asenath trusts no one), she answers questions fully, providing the investigators do not delve too deeply into her past or into the occult activities of the group. She notes that it was Charlton's role to choose the likeliest students among those who flirted with the group; he enjoyed setting them initiations (spending the night alone locked in the morgue was a favorite) before he would agree not to focus his caustic wit upon them.

If asked directly, she says that they were occasional lovers, though not truly in love. Of his character, she says that "he was witty and cruel, in equal proportions." Waite remarks that Frank Charlton easily made enemies, and that several times in the past year culled supplicants had reeled from the cafe in tears, or red with anger.

If the investigators directly ask who they were, she remembers only one, Claude Owen, a medical student who swore he had powers or gifts greater than hers. "I thought that not likely," she smiles, "but he did insist upon the point."

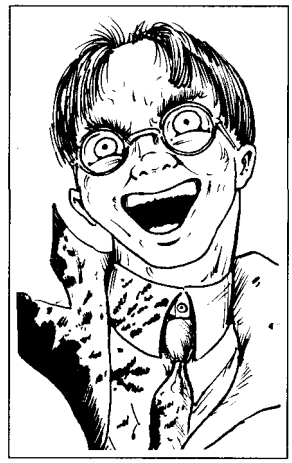
## Claude Owen

A quick visit to the School of Medicine establishes that Claude Owen is indeed a registered medical student of good academic record. His standing is somewhat threatened at the moment because he has not attended class for several days, has not been in his room, and his whereabouts are unknown. The investigators can try several avenues to learn more about Claude Owen.

***The Office of the Registrar:*** with a successful Fast Talk or Credit Rating roll, the attendant gives them his dormitory location, and a brief biography: he was born in 1907, his father died of cancer in 1911, his mother died one year later, and he was raised by his maternal grandparents, who are also now deceased. Young Owen is quite alone in the world, but an excellent academic record earned him the Dr. Allen Halsey Memorial Scholarship for 1927.

***Owen's Classmates:*** his peers find him cold, over-serious, and a teacher's pet who'll do almost anything to get the approval of faculty members. He mingles with no one outside of class; in class, he always sits alone. He is obsessed with doing great deeds in medicine, but lately erratic attendance is beginning to threaten his prospects.

***Lecturers and Tutors:*** though bright enough and certainly capable, no one likes Claude Owen or relishes working with him. A successful idea roll uncovers the implied statement that Owen may have been borrowing medical equipment without permission and performed outright theft of medical supplies.



*Claude Owen*

***Owen's Neighbors:*** Owen lives on the first floor of West dormitory, directly under Frank Charlton's room. Owen has driven out two roommates this year, and has become unpleasant enough that the Proctor no longer attempts to assign anyone to share that space.

Inquiries among students who live along his hall expose complaints of stinking, pungent chemical odors coming from his room for most of this semester. The young men also suspect that he keeps a pet (also against dormitory rules), since several report hearing muffled barks and whines from the room. In the time-honored manner of young men, however, nobody wanted to snitch.

One does volunteer the fact that Owen's old Ford flivver has not been seen around campus for a few days.

## Claude Owen's Room

Owen is not in his room, and has not been since Charlton escaped on May 3. Anyone with 20% or more Mechanical Repair can easily open the large, clumsy lock on the room's door. Or, approaching the room from the outside, the investigators discover that Owen's windows are wide open.

Despite the draft, Owen's room reeks of formaldehyde and other chemicals, found in a small locked cupboard. More importantly, however, are the papers and books piled in scattered heaps across the floor, the bed, and both desks. Bureau drawers are open, their contents vomited across the carpet. A few items of gold jewelry, however, are found in obvious hiding places. A successful idea roll suggests that Owen suddenly fled, and was not robbed.

A successful Spot Hidden locates something gleaming in the shadows beneath the bed, a half-full bottle of chloroform (Chemistry or Pharmacy roll to correctly identify) and dry rag bearing traces of the same chemical.

A fitful scrabbling sound occurs from within a small covered cage. Within, its pulsing organs and twitching limbs pinned down to a dissection board, is a partially vivisected dog. Despite the obscene mutilations inflicted upon its body, the beast's heart still beats as can be seen quite clearly, since there are no ribs or skin blocking sight. Prince, one of Owen's early successes, has been missing from its home for nearly three months. Any doctor or veterinarian can attest that it's impossible that the animal should live. In fact, it dies the day after discovery. An autopsy will show that the mixture of chemicals in its system and those pumped into Frank Charlton are quite similar.

Owen's papers provide the other clues, fragments from his study of reanimation. He took the majority of his papers with him when he fled to the old farmhouse. For each successful Read/Write English roll, the investigators learn the next clue. Each clue takes a full hour to assemble.

***First hour:*** in early March, Owen discovered old notes in the Library basement concerning the science of reanimation, the chemical reversal of death. He left them there after transcribing the salient points.

***Second hour:*** written by a former M.U. medical student, Herbert West, the notes inspire Owen to duplicate his experiments.

***Third hour:*** West used an old farmhouse north of town in which to carry out his work. It later burnt down. Owen located the remains of the building and set up a clandestine laboratory there.

***Fourth hour:*** Owen murdered Charlton in revenge for his humiliation, then reanimated the corpse, intending in this way to drive Charlton permanently insane.

***Fifth hour:*** using a faked University purchase order, Owen has gotten hold of an 5000-watt, gasoline-powered electrical generator.

## School Of Medicine Library

If the investigators want to learn the location of Charlton's lab, the only way they can do it is to find Herbert West's papers in the basement of the School of Medicine. Holdings are open to everyone five years after receipt (to guard against cribbing), but they are never classified. There are 37 aisles of manuscripts, tests, and dissertations, each set of shelves stacked to the ceiling. Scanning all this will take months.

With a successful know roll, however, an investigator deduces that the evening library staff may remember the approximate area of Owen's work; a successful idea roll locates Owen's photo in the latest school yearbook, to aid the questioning.

Two staff members recall that Owen worked mainly in Aisle 9, but remember no more than that. A successful Track roll spies the small evidences of disturbed dust, recent thumbprints, and minute penciling that signal the cartons in which Owen found West's notes; otherwise, the investigators need 1D3 days to locate the right manuscripts in Aisle 9. Here, lit by the harsh light of a single bare electric globe are piled boxes and boxes of papers, riddled by worms, silverfish, and other ravages of time.

Even so, to find the sole paragraph among tens of thousands that identifies West's lab as in the old Chapman farmhouse, north of Arkham beyond Meadow Hill, takes 1D8 hours as well as a successful Library Use roll. If they fail the first day, the Arkham police can supply the information the following day, or allow the investigators to rummage around in *their* basement records. Succeeding, the investi-

gators emerge dirty and triumphant, clutching the required paper.

Before investigators find this one salient point tucked away in a small paragraph, they also have to read of the biological horrors which Herbert West perpetrated in the name of science, at a cost of 0/1D4 SAN .

## The Old Chapman Farmhouse

Intelligent investigators have by now called in the police, explaining what they think happened, and offering the evidence they've gathered. By doing this, the investigators, insure themselves against some of the risks involved in confronting Owen, and (given a successful conclusion) may raise their personal standing in the Arkham area. Investigators who have not consulted with the police will not get corresponding raises in their Credit Ratings.

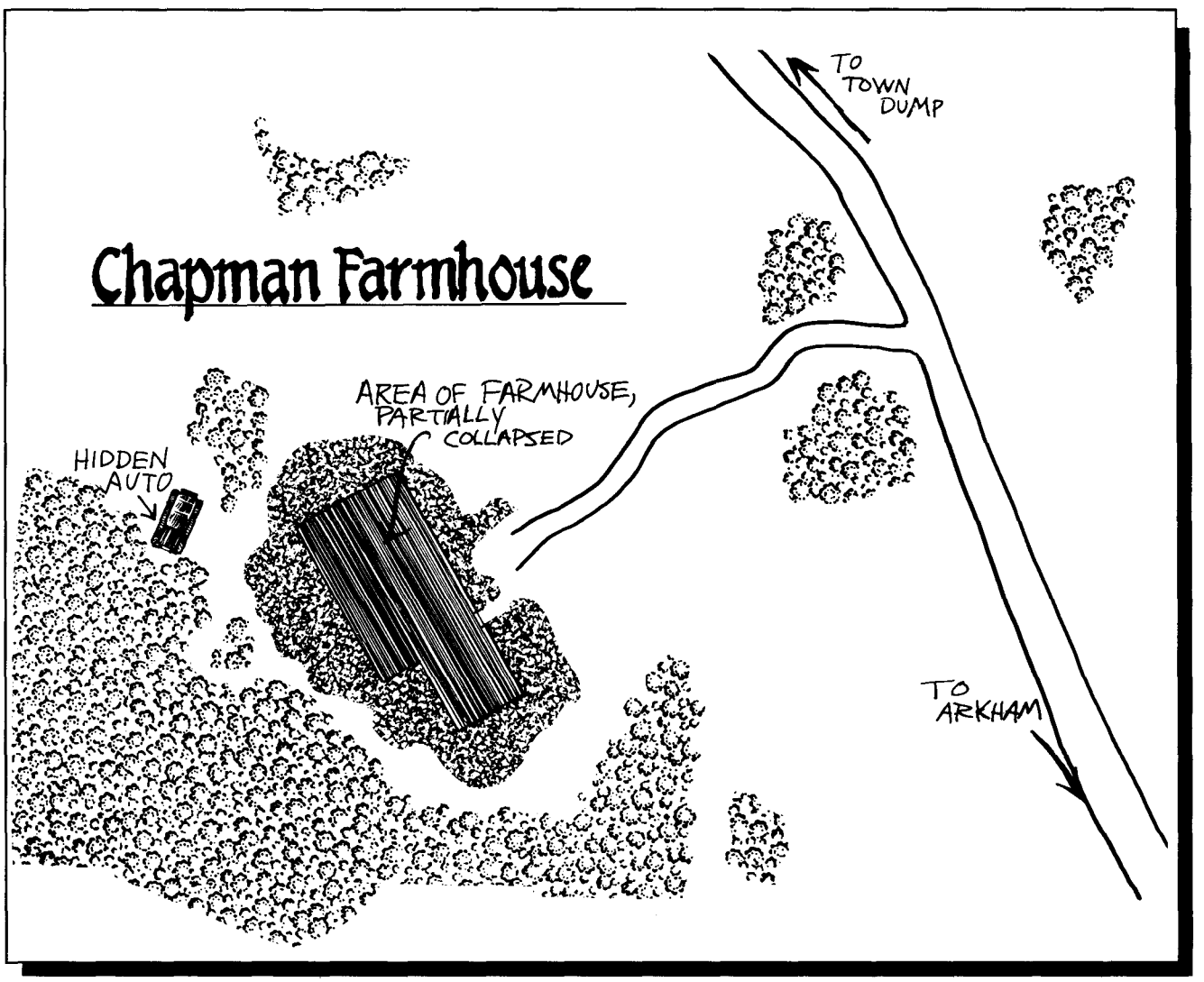
Nestled in the hills above Arkham lie the burnt-out ruins of the farmhouse once used by Herbert West as the site of his deranged scientific experiments. Far from any other house or road, and situated in the lonely country at the end of Ravine Lane, little remains of the building but charred and overgrown foundations. On weekends, the ominous crack of gunfire can be heard as the local gun club assaults clay pigeons a half-mile distant.

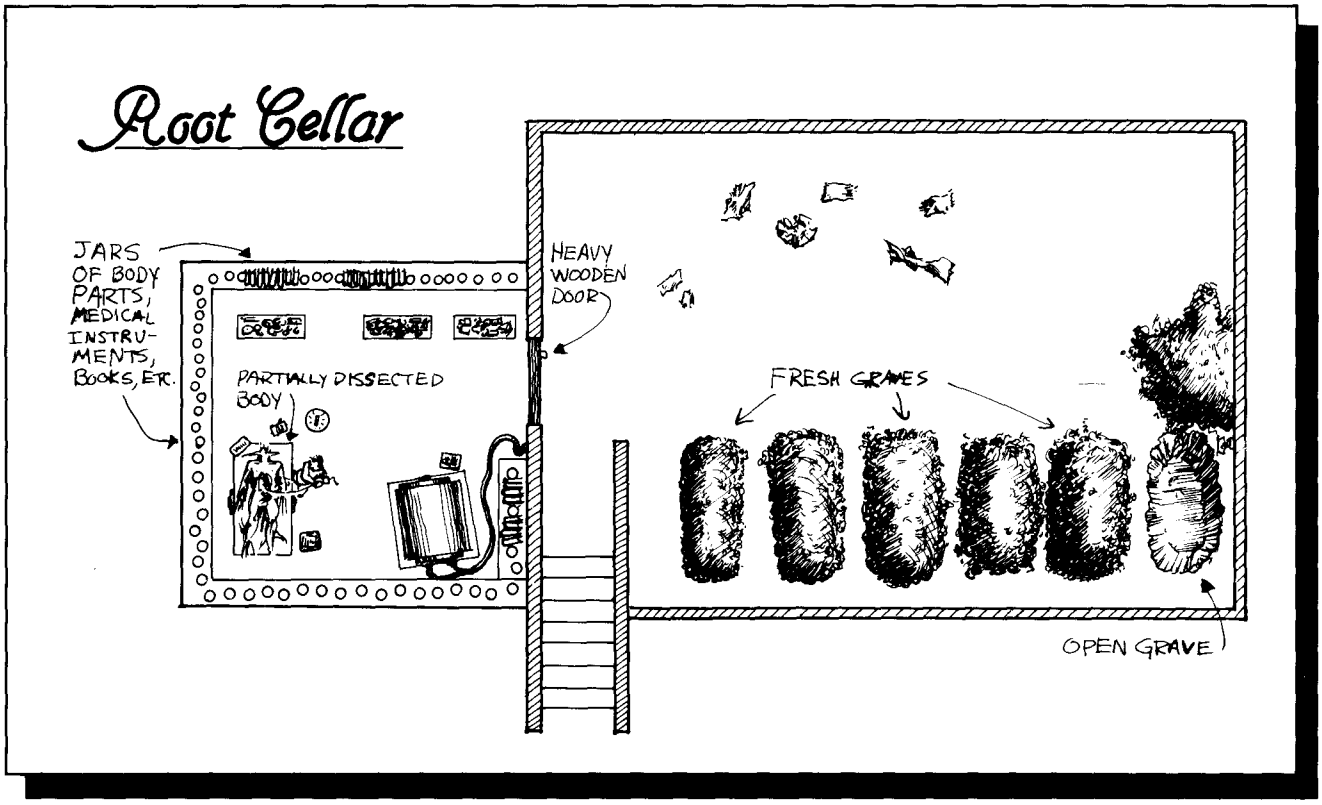
A successful Spot Hidden detects the glint of metal, an old Model-T canvas top, hidden in bushes near the blackened foundations.

The ground about the farmhouse is littered with blackened and rotting boards, over which have long grown rank weeds and brambles. In the midst of this wasteland are narrow steps leading down, the way through the covering briars freshly cut.

Owen chose the still-intact root cellar as his lab. Here, surrounded by equipment stolen from the University or bought anonymously from a supplier in Boston, Owen works midst the fruits of his labors.

(1) Stone-flagged steps descend 15 feet to the basement's stone floor. Thick and slippery mosses carpet the stairs; investigators must get rolls of DEX x5 or less on D100 to avoid falling. Failure, and the investigator falls down the






steps and takes 2D6 points damage. If a successful Jump can be rolled, the investigator takes only 1D6 damage.

(2) At the bottom of the stairs to the right, the main basement is open to the sky but, with a patchwork roof made of rotting beams and thickly tangled weeds, rather ill-lit. The sun's comforting rays shine in at noon; at other times light seems to shun this place, leaving it to brooding shadows and ghastly deeds. Pools of stagnant water dot the once smooth floor: five low mounds rise near one wall, each about six feet long and topped with relatively fresh earth. There is a sixth, empty grave and a heap of fresh earth beside it. A spade leans against the wall.

(3) To the left of the stairs, set deep into the wall, is a heavy wooden door. Despite the obvious age of the door, its lock and hinges are shiny and bright, only recently installed. The door (STR 22) is firmly locked; without a successful Mechanical Repair to pick the lock, the investigators will have to break it down, alerting Owen to his unwanted company. Bright steady light can be seen through the keyhole and shining under the door, and the dim hum of an engine has become perceivable.

(4) Beyond the door, electric lights illuminate a gruesome scene. Countless shelves line the walls, bearing glass bottles filled body parts floating pale and bloodless where once sat wholesome jams and preserves. At the far end of the room, Claude Owen awaits them. His operation interrupted, he stands at the head of a trestle table, a partially dissected body (at the keeper's option, a 1D3 SAN loss to those who haven't before seen such a sight). On the floor to his right stands a stainless steel rubbish can, its blood-splattered lid ajar. Arrayed behind him gleam knives, surgical instruments, and lab equipment.

### Claude Owen, the New Reanimator

STR 11 (16) CON 10 SIZ 12 INT 18 (4)* POW 15
DEX 16 APP 10 EDU 2I SAN 0 HP 11
Damage Bonus +0 / +1D4*

Weapons: Scalpel 55%, damage 1D4+1 (+1D4*)

Fist/Punch 55%, damage 1D3(+1D4*)

**after reanimation.*

**Skills:** Chemistry 60%, Diagnose Disease 38%, Laugh Insanely 95%, Oratory 15%, Pharmacy 45%, Reanimation 71%, Treat Disease 30%, Treat Poison 20%.

Streaked with blood and other less savory fluids, his skin almost as pale as that of the cadaver he works upon, Owen is an unnerving sight. His pale blue eyes are magnified grotesquely by the thick lenses of his heavy glasses. He is nearly colorless, save for the shock of red hair which accentuates his pallor. In his left hand he clutches a large, razor-sharp scalpel, its blade slick with blood. Investigators receiving successful Spot Hidden rolls make out the outline of a hypodermic syringe in his breast pocket, silhouetted beneath the thin fabric of his lab coat.

Now fully insane, Owen begins to lecture the investigators as soon as they step through the door. Only they block his way to greatness and immortality, and that hour, a time of incredible benefit to mankind, is nearly at hand. All he needs is time. Yes, he is responsible for the death of Frank

*The Crawling Parts attack.*

Charlton, though he didn't intend that Charlton attack Miss Nangelo. Yes, he'll confess; yes, he'll come quietly, but he needs a little time. Owen will promise anything and he does his utmost to convince them that his way is right—if he fails to convince the investigators, he has a trick up his sleeve.

Before the investigators can reach him, Owen kicks over the rubbish can which stands nearby, releasing his most successful experiments to date—parts. These hands, heads, feet, and less describable writhing chunks of flesh surge across the floor in a crawling, bloodless wave, seeking only to kill the investigators.

### The Crawling Parts

*(assume all ten Parts have identical stats)*

STR 12 CON 6 SIZ 2 DEX 16

HP 4 Move 9

Claw/Bite/Choke/Bludgeon 50%, damage 1D3

*Note:* once a part successfully attacks, it hangs on until pulled off with a successful STR vs. STR roll. Until removed, each Part inflicts 1 point damage per round of play.

**SAN Cost:** 1/1D6+1, but charge each investigator only once, no matter how many Parts he or she sees or encounters.

Taking advantage of the investigators' confusion, Owen laughs maniacally about his pets, then drags the blade of his scalpel across his own throat. Even as his blood spurts out across the room (and into the horrified faces of the investigators, costing each 1D3 SAN ), Owen plunges the syringe into himself, injecting a dose of reagent into his own dying flesh. Within seconds, he becomes transformed into a screaming, thrashing engine of destruction, a mindless psychopathic parody of a man who attacks without mercy.

## Conclusion

If the investigators succeed in destroying Owen and his reanimated monstrosities, they discover more than enough chemicals on hand to dispose of the bodies, if they wish. If they intend to shield mankind from knowledge of reanimation, a successful Law roll should inform them that destroying these bodies is destruction of evidence, and they may be penalized if they make systematic inquiry and decent burial impossible. If anyone is interested, the knowledge Owen used to create the Parts can never be reconstructed.

For defeating the New Reanimator, reward each survivor with 1D6 points SAN .

If the police were notified and the New Reanimator was defeated, allow each investigator to also boost his or her Credit Rating by 1D6 points—a few more such adventures and they'll be considered solid citizens along the Vale of the Miskatonic.

If they search, the investigators find the notes of Herbert West's unhappy disciple on a high shelf, safely out of harm's way. All the details concerning the science of reanimation are contained within the bundles of hand-written notes, to be used for good or evil.

Keepers should rule that many months or years of study and experimentation are needed before the notes have practical consequence.

Whether or not the investigators preserve Owen's notes, they now know that reanimation can be achieved and that the necessary information exists in the M.U. Library basement.

And, as they clean matters up, they may agree among themselves that even a lot of knowledge can be a dangerous thing. I

# The Hills Rise Wild

*Wherein high-minded investigators seek to devote themselves to science for a few days, but unhappily find cruder passions intervening.*

This adventure presumes a party of three or more investigators; fewer than that almost surely will die out-of-hand. Investigators might be experienced combatants, but more usefully they'll be students of human nature.

While playing times vary, most keepers should expect the scenario to conclude in a single evening.

## Keeper Information

In "The Hills Rise Wild", the investigators attempt to find the site where a bolide, a meteorite of significant size, is presumed to have landed. Their area of search is the backcountry northwest of Dunwich, Mass. They find no physical evidence of it until the climax of the adventure.

The tale starts with a flash of light and a line of color as a fireball sweeps across the New England skies, seemingly coming to earth somewhere northwest of Arkham.

An hour after midnight, few see it pass. An author, alone in his garret, notices it as he draws inspiration from the night sky; heartened by the sign, he begins afresh. A member of the Arkham Historical Society, bored by essays arguing at length the true year that the Witch House was built, looks out, thinks it a strange form of lightning, then returns to her manuscripts, bored by the night as well. Two students, courting in the midst of the university's botanical plantings, murmur love eternal by its brilliance but do not look up at all.

Dr. Henry Armitage, unable to sleep because of worries distinctly separate from matters astronomical, hears the soft hiss of its passage, spying the fireball as he strolls the dark streets near his home. The green-gold circle of fire glides overhead and disappears to the northwest beyond the hills, briefly dimming the brilliant fall sky. Given his state of mind, he is immune to its beauty; only its mystery seizes him. What now? he asks silently as the embers fade from the sky.

A man of quick wits, Armitage sketches the body's apparent path against a few bright fixed stars, then hurries up Garrison Street to the faculty/graduate residences on the University grounds. There he wakens a cursing porter who summons the sleepy Dr. Morris Billings, youthful head of (in fact, sole member of) Miskatonic's Department of Astronomy. Billings has a notorious enthusiasm for comets and meteorites. Notice of the astronomical event given and his intellectual duty done, Armitage walks back to his home and to his Eleanor, who sits patiently knitting.

And, of course, the investigators can see the fireball too, if the keeper wishes.

Working with colleagues at other universities in the region, Billings mounts a coordinated search of a wide swathe of eastern New England and southern Canada. If the investigators wish to participate in this adventure, they must volunteer to help the astronomers.

In their section of the supposed ellipse of impact, the investigators accidentally recruit a psychopathic killer as a helper. His is one of those "religions that work"; even his death does not discomfit the wooden idol that waits patiently in the bog beyond.

Though this scenario begins in a center of commerce, reason, and enlightenment, it relocates the investigators to lonely places, an out-of-the-way place, and a forgotten place; keepers should pay attention to tones and silences as the investigators penetrate the wilds beyond Dunwich.

Statistics for the Stone family and the idol are found at the end of this adventure.

## Investigator Information

Fortunately for Dr. Billings, trustworthy sightings from amateur astronomer friends in Newburyport, Bolton, and other localities confirm the accuracy of Dr. Armitage's observation; combining and extrapolating their observations during a sleepless night gives him enough triangulation data to calculate a rough ellipse of the fireball's course. He does not know and cannot guess where along it the fireball fell, except that no reports of it have been received from points further north—Montpelier, the shores of Lake Champlain, or the metropolis of Montreal.

By 5 A.M.. coffee cup in hand, Billings types out in best two-finger fashion a short feature story for the Arkham *Advertiser,* reprinted nearby.

### FIREBALL OVER ARKHAM

### Interplanetary Visitor Startles Our Town

## By Dr. Morris Billings

*Department of Astronomy, Miskatonic University*

A rare spectacle visited Arkham last night at about 1:15 A.M. It was a fireball, a meteor large enough possibly to have burnt its way through our atmosphere and come to rest on earth. Observers as far away as Portland and Framingham reported seeing the flaming path.

Our visitor may have left evidence of itself! For how you can help find it, read further in this article.

Those fortunate enough to have seen the event commented upon the subtle greens and golds of its fires. Some heard low whistlings or hissings; one man in Nashua heard explosions at some distance.

Bolides, commonly known as fireballs, usually break up when approaching the surface of our earth. Very rarely, a meteorite is large enough and fast enough to leave behind a large hole (or crater) when it strikes the earth.

A very large such formation is thought by some to exist near Winslow, Arizona. Residents may recall the great fireball of 1913, which was seen disintegrating along a path from Saskatchewan to the island of Bermuda.

Many meteors fall toward earth, but few survive the terrible jolts and frictions caused by colliding with our atmosphere. Those which do survive offer important scientific knowledge about our solar system, and perhaps about its history.

### Fireball-Hunters Wanted

I am arranging a search for fragments of last night's fireball. To avoid duplication of effort, and to receive special instructions, interested citizens should contact me at the Department of Astronomy at Miskatonic University to receive their search assignments. We especially hope that owners of automobiles can volunteer.

Speed in finding remnants of the bolide is imperative, since each passing hour increases the chance of contamination from the natural elements. Volunteers will be told how to look for fragments, and assigned areas in which to search, in order to avoid duplication of effort.

Discovered meteorites will be placed on exhibit at the University, with full credit given to discoverers. I recently saw the collection of the Naturhistorischen Hofmusuem, in Vienna, Austria, and the effect is one which would make Town and University proud.

*Hills #1*

Later that morning, Arkham buzzes with talk of the amazing event. Though few actually saw it pass, claiming to having seen the bolide instantly grants such status that already dozens of conflicting tales construe monstrous fireballs flitting past in all directions of the compass.

Most investigators should be glad of such a spectacular way to start an adventure, and should require little prodding.

If prodding is needed, word is out around town that the university is so keen to find the meteorite that a cash reward will be posted soon. (The rumor is false; only archaeologists risk the falsification of scientific evidence inherent in offering cash rewards.)

Or perhaps the investigators saw the great meteor fall and decide to mount their own search, disquieted (as was Dr. Armitage) by things new-dropped from the sky.

Experienced investigators loath to volunteer who nonetheless own automobiles might be wheedled into the trip by friends—or maybe by an attractive someone who to go fireballing in the wilderness.

## Dr. Billings' Dream

Though the fall semester is only fairly started, Billings swivels the full force of his considerable energies toward recovering some portion of the bolide. Coincidentally, his recent doctoral thesis ("Solvent Extraction of Organic Compounds in Trans-Plutonian Carbonaceous Chondrites") laid out, in an appendix, a set of well-thought-out search procedures for just such an event. Last night's bolide represents not only a chance for new scientific data, but for Billings' advancement to spokesman for and organizer of other such hunts around the world—travels perhaps underwritten by the National Geographic Society or some other prestigious organization.

### FIREBALL VOLUNTEERS

We're meeting at 3 P.M. in lecture hall S-111. Everyone is needed; we have jobs for all. No admittance once the training session starts.

When the investigators arrive at Billings' office, a neatly-lettered sign greets them.

More than ninety people fill the boxy, mahogany-lined amphitheater. Conversations buzz with interest and expectation. Billings appears in a few minutes. He's a short, thin, nervous young man with wire-rimmed glasses; he wears a neat conservative suit cut in the latest Cambridge fashion Straightening his tie, wondering in the back of his mind what his fellows at nearby universities are up to, he begins.

*Dr. Morris Billings*

Though his voice is comically high, his enthusiasm carries his listeners with him.

In a few minutes, Billings explains to his listeners what a fireball is, why it is more likely that meteors fall after midnight, why the fireball's orbital characteristics seem to rule out origin in the well-known Draconid or Orionid meteor showers, why some observers saw the fireball wobble (sinuous motion in bolides seems to be caused by fragments falling away from the main body and thereby altering flight stability), and that fireballs are hard to find because their fires ordinarily are damped by thickening atmosphere 10-15 miles above the earth—only the very largest flame all the way to impact.

Dr. Billings holds aloft three sample meteorites, each little more than an inch across, showing the types (iron, stony iron, and stone). "Pick them up if you find them, and record your location so you can lead me to where a particular stone was found. I should add that often it's difficult to recognize a meteorite when you see it. One sure clue that a particular stone is a meteorite is a 'fusion crust', a thin, black, glassy coating produced by the meteorite's fall through the atmosphere."

On a map of New England, he traces the apparent path of the bolide, and indicates an area south and west of Nashua, New Hampshire, as the most likely area of impact and, on the basis of who has access to automobiles, begins passing out geographic assignments. Each group, it turns out, must attempt to cover more than twenty square miles of ground.

"I know that rules out searches on foot," the astronomer states, "but the attempt must be made. Local information will narrow your searches—remember, if someone saw the fireball and there was no explosion, it probably didn't land anywhere near."

The investigators draw an area not far north of Dunwich. The adventure presumes that one or more investigators have automobiles, or that someone with a good Credit Rating can borrow an auto for the trip. If one or more investigators have Astronomy or Physics of at least 25%, Billings heartily welcomes the party and supplies mimeographs of his trajectory calculations, his residence phone number, and asks *sotto voce* "How did I do?", nodding at the exiting crowd.

Having acquired a plot of their search area, and with the dream of contributing to the common body of science, the investigators can set out.

Let them make as elaborate or as simple plans as they wish, including all the equipment they can reasonably carry in their auto or truck. If they start preparations after Billings' briefing, they can't leave before dark, and probably wait for morning.

No adequate road maps exist which the investigators can take with them. Each county keeps the records of all surveys, so plot and division notes (if not maps) exist, but the forms are not reproducible unless a researcher is willing to sit down and spend several days drawing and joining them. A few companies offer touring maps, including good auto association maps, but the scales are large and the intention general—none show every lane and building in the manner of British Ordinance Survey maps of the period.

Smart investigators take along extra copies of today's Arkham *Advertiser,* to prove their story and to offer as minor gifts. The few country-dwellers who subscribe to newspapers do so by mail, and have not yet received news of the fireball; no rural telephone lines exist, except along inter-town trunk lines; radio station signals barely reach Dunwich, and not beyond.

Following his own instructions, Billings busily coordinates the meteorite search, and declines to join the investigators or any other party of searchers. His reward comes later, when he publishes (he hopes) impeccable proof of lifeforms adrift in interplanetary space.

# Three Days in the Hills

## The First Day

Here is a chance to describe Lovecraft country, in all its loneliness and eerie beauty. On the outskirts of Arkham the farms are well-kept and even prosperous; as the investigators drive further, the slate roofs are replaced with warped shingles and sagging thatch, the stout white-washed walls become uneven rock or crude log, the proud neat farmhouses become ramshackle cottages and huts, the healthy herds dwindle to scattered flocks of unkempt beasts, and the well-tended fields give way to grazelands, brush, briar, and bramble. The road transforms into a pair of deep ruts, which must be traveled slowly and with many bounces and flounderings; bridges give way to stony fords and sandbanks of uncertain strength; perhaps rains and winds make the exploration more difficult.

They pass farmsteads abandoned before the Civil War, their owners long moved west, the stony fields now fallow. Here and there white granite foundation stones glint like rows of teeth. The whole countryside devolves as the investigators head toward and then pass by Dunwich.

The tone of those they question also changes. The first farmhouses at which they stop are full of cheerful people who offer them coffee and cake, and discuss the fireball hunt with great interest. But westward and northward the

*Zekle Stone*

*Hannah Stone*

*Levi Stone*

folk are more reserved, and further west and north, sullen. In the hills, the summits of which Lovecraft noted "are too rounded and symmetrical to give a sense of comfort and naturalness", bearing as they do "the queer circles of tall stone pillars with which most of them are crowned", the rustics are downright hostile and abruptly refuse to respond.

The keeper determines how many farmers, farmers' wives, farm hands, recluses, hermits, circuit-riders, and traveling salesmen the investigators query. Some residents fearfully refuse to speak of the strange event; others gleefully lie if they think it will bring them favor or send these well-to-do automobile owners on goose chases.

One taciturn fellow takes the investigators to an outlying barn, and throws open the heavy door to reveal in the darkness within a mewling newborn calf with two heads. He says that this was born last night, and that the investigators had best leave such things alone.

Two farmers actually saw the fireball pass and will talk about it, both reporting a dim finger of orange-red fire suddenly winking out into a smokey trail half-way across the sky. "Ayep," one says, "and it made a thunderin' crack, like twenty cannon mebbe."

Night nears. The investigators can beg shelter with a farmer, who gives it grudgingly and who displays intense suspicion concerning the investigators' behavior towards his son (if most of the investigators are female) or daughter (if most of them are male). Keepers introduce traveling salesman jokes at their peril. If the investigators camp along a road, no one cares.

## The Second Day

Now well within their search area, the party patiently takes every track and trail, knocking on every door. Again, the keeper determines the number and kind of encounters best suited for his or her group.

At some points limbs have fallen across the rarely-used wagon-tracks (a failed Spot Hidden makes a gullible investigator suspect they have been cut). The strain of travel has worn their automobile's clutch, making it difficult for the driver to shift up from first gear. A successful Mechanical Repair fixes it in an hour, but in fixing it the investigator sees that the linkage is no longer reliable.

As the afternoon wears on, call for a Track or Spot Hidden roll. A success notices that one road does not end where it seems to. Though not obvious at first glance, the grassy surface continues north, only lightly overgrown, skirting the bases of now-towering hills. If the investigators take the route, then in half a mile they come across a patch of cleared ground on which a well-maintained log cabin nestles, not far from the shadow of dark and brooding hills. A large, happy, healthy, bearded man strides out to greet them heartily.

If the rolls fail, the investigators take shelter in a crumbling ruin at that intersection of tracks; the wind whispers between the creaking boards and nightbirds cry with almost human alarm. In the morning, in better light, everyone notices the overgrown track and votes to take it, leading to the same result.

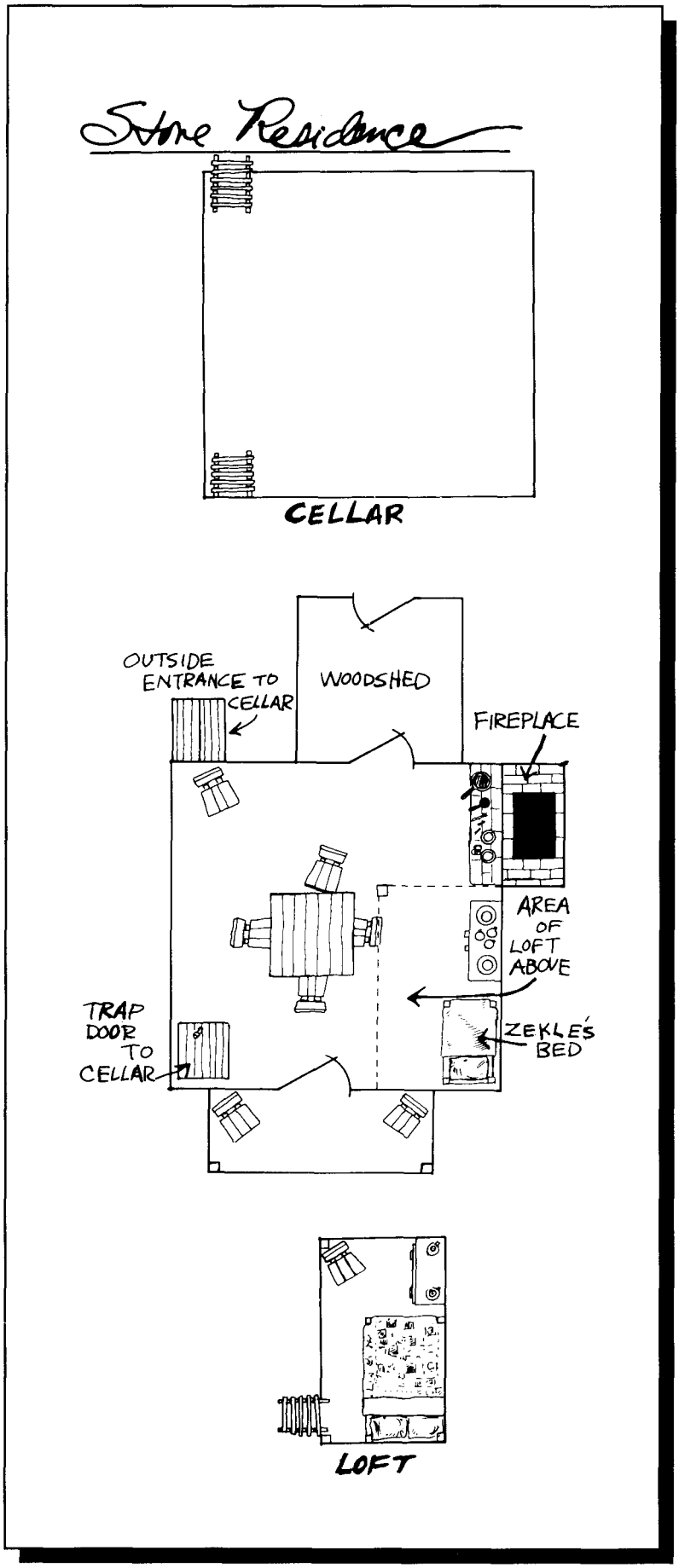
And this is where our scenario really begins.

## The Family Stone

The man introduces himself as Levi Stone. He extends a friendly paw to each male investigator and nods affably to the females. In his early thirties, Stone is bluff, hale, and hearty, a bearded, friendly, smiling bear. He radiates good humor. His attitude, after a day among surly and uncommunicative farmers and woodsmen, is astounding—like the sun bursting through the clouds on an overcast day, like cool drink to a parched throat.

He asks what brings them to this neck of the woods. When they mention the fireball, he becomes quite excited. He heard a loud boom and then a hiss of something passing on the night of the fireball; he'd thought then that it was late in the year for a thunderstorm. Now that he knows what it might be, he immediately volunteers to help in the search—"The crops are all in and we live well from the bounty of our Lord." He invites them in to meet the family and to stay in his house while they search, requesting that the investigators wait outside a few moments while he lets Hannah and Zekle know.

In a few minutes, the cabin door opens and Levi beckons them in. The cabin is a one-room affair about twenty




feet square, with spaces for cooking, eating, and for Zekle to sleep. A large cellar, for food storage, is enterable by a trapdoor and ladder from the cabin or by a second door from the outside. A narrow ladder leads steeply to the loft, where Levi and Hannah sleep.

An addition, a large woodshed filled with many cords of hardwood and a small shop, attaches to the wall holding the fireplace, and can be entered from the main cabin or from outside.

As the investigators enter, a pale woman of Levi's age stands by the stove, smiling tentatively. She is introduced as Levi's wife, Hannah. She quietly says hello. A boy of twelve sits at the table, carving a piece of wood; he is Zekle (short for Ezekiel), and Levi tousles his hair fondly. Zekle appraises the newcomers, quick eyes noting weapons or other intriguing gear.

Having decided that everyone knows everyone, Levi bellows for coffee and food, and the investigators start to enjoy the hospitality of the Stones.

The family is nearly self-subsistent. Levi and Zekle hunt for most of their meat. Hannah spends her time near the house; Zekle is mostly with Levi. Goats and cattle range around the house, giving milk and meat. A hog pen and small barn is not far away. Chickens provide eggs. There is a large vegetable garden. Some of the apple, pear, and cherry trees are old enough now to sustain decent yields. Hannah and Zekle fetch water daily from the nearby freshwater stream. Every few months Levi makes a trip to town with his pack mule, bartering or spending looted money for things such as kerosene which he cannot grow or manufacture. When he travels, he leaves Zekle in charge of Hannah.

Zekle does not yet have the strength to farm and hunt, but he can feed the livestock and water the gardens, and will do so while Levi helps the investigators search.

The investigators can bed down in one of the warm, roomy corners of the cabin, or they may prefer to set up tents outside.

As they share a meal, the Stones are the picture of domestic harmony—Levi chattering in a cheerful blustery fashion, Hannah quietly serving dish after dish, and young Zekle sullenly carving away. Levi explains

this as shyness, but in reality Zekle doesn't see much point in talking to dead people.

## Uncomfortable Truths

This may be the most dangerous place the investigators have ever entered. Beaming Levi is a piranha, a smiling maniac. Psychopath is a word not big enough for his evil; it does not allow for his cunning, his malicious zest for the chase, his steady torturing hand, nor his subtle delectation in the slow kill.

Hannah is victim, prisoner, and witness to all his crimes; Levi needs this audience. A wild card, Zekle is a boy with an unnatural upbringing who pubescently swings between worship of and numbing fear of his predator-father.

Levi was the youngest son in a family of brothers. His mother died at his birth. Sons of a lying, vindictive father, each brother preyed on the next; Levi, at the bottom of the heap, took everyone's abuse. But Levi grew up quick and big; when he began to revenge himself on his brothers, the fun was gone for them and it was time to for him to leave.

Hannah was the awkward middle daughter of a huge family, so quiet and withdrawn that she seemed like a servant even as a child. Tiring of buying her clothes, and knowing that unassertive Hannah would never snag a husband with money or prospects, her father cast about for any husband for her; he found Levi.

Ignorant, penniless, and guileless, Hannah acquiesced much as a dog or a sheep would. Levi felt chosen and was eager to establish his own clan. The newlyweds were given an old horse, an axe, a saw, some seed, a few chickens, and a rolling, ravine-laden patch of land in the hills. Both families ignored them thereafter. Levi pulled stumps and built a cabin; their first year they lived on acorns, bottom plants, small birds and game, and wild rice gathered in the bog.

Levi's descent was gradual. He was good to Hannah at the outset. But he soon felt the legacy of the Stones in his heart, and when things went wrong he swore at her and beat her. Cowed, cut off, and alone, Hannah came to agree that she caused their every misfortune, and that she often left him no choice but to punish her, and that Levi was kindly and magnanimous to her, even when she forced him to punish her. When Ezekiel came, Levi had a new subject to teach and to subdue. Levi dreamt of many sons; Hannah, perhaps in unconscious rebellion, miscarried seven times after Ezekiel. If he had the chance, Levi might try to replace her with a more fertile female.

Even though she had no place to go, Hannah tried to escape when the killings started. Levi fetched her home quickly and efficiently. The painful lessons she learned then stay with her. Now, an accomplice in many murders, she dares not betray her husband to any of their unfortunate guests.

The killings started when Levi met something in the woods. He had wounded a deer, and followed it into the bog, into a dark island of crooked trees. Crashing after it, he came face to face with an idol of jagged wood and infinite evil. His quarry, the deer, lay at its base, dead at the sight of it.

It was older than the woods, older than the shaman who had hewn the foul image, and even more terrible than Levi's father; the hunter fell whimpering to his knees in an ecstacy of fear, while with a faint bubbling and hissing the coarse wood absorbed the deer's blood.

The idol began to come to him in dreams. Terrified, moved with a potent dark love, Levi visited it day after day. By and by, the wood of the thing became pale and dry, and the dreams became worse. Levi killed many animals for it. Then Levi met a tramp on the road who was hungry and looking for work. That night, for the first time in centuries, the statue drank its preference. The conquest filled Levi with a blind, wild power that sent him reeling with glory through the woods.

Now he lives to feed his wooden god. Any who comes his way accidentally or who can be lured in secret becomes the chosen chalice for Levi's blood religion. Once or twice a year is enough. The pattern is the same: he befriends, he disarms, he betrays, he strikes. Sometimes he arranges a disabling accident; sometimes a swift blow in the night suffices. The method of acquisition is unimportant, but the last bubbling gasp, the life blood, must be spilt directly onto the idol in the bog.

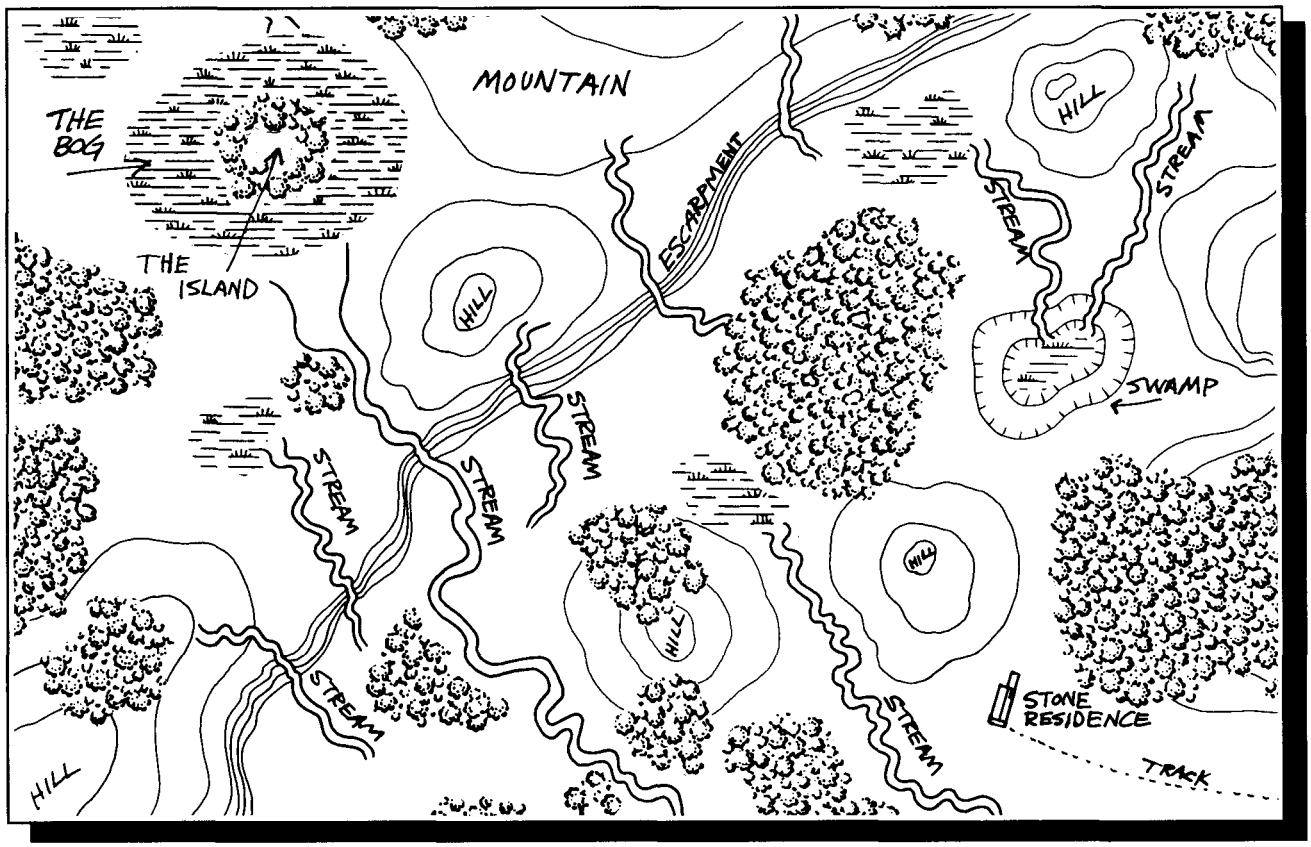
Hannah sees no way out. Victim by victim feeling drains from her, and she grows duller and less horrified. Zekle is attracted by the power of his father and repelled by the man's brutality. Neither have seen their father's master, the idol in the bog. Hannah would collapse in sheer catatonic terror at the sight of it, recognizing in its features black glimmers of her husband. Zekle would crave its power enough to slavishly devote himself to his father, or perhaps enough to kill Levi to gain all of the statue's regard for himself, beginning the cycle anew.

However it affects them, the Stones are open for new business.

# The Third Day

Levi encourages the meteorite hunt while he studies his prey and decides how and when to make his move. He was not lying when he claimed to have heard thunder: the blast woke them all, and Levi thought then that it might have to do with his god. Now he knows that his god can call down stars, and he finds that gratifying. As he can, after he has sacrificed these messengers, he plans to find the stones they sought, and bring those pebbles for his idol's pleasure.

It is possible to comb the hills for weeks or months without retracing one's steps, as Levi knows well. He will




*Area around the Stone residence.*

steer them away from the dark grove where the idol waits; the bog is genuinely dangerous, and not to be traversed lightly.

Walking in a scattered line, stooping and rising, the searchers face a daunting task—miles of dark trees, jumbles of boulders, crags, and watercourses; steep cliffs with tumbling waterfalls; foul swampy patches; high outlooks; fields of bracken; deep black caves. They encounter undergrowth, conifers, hardwoods, thorns, slick mosses, bubbling streams, ferns, game trails, and rotten logs, but never a road or track or path.

They hope to see freshly broken limbs or churned ground, or even the remnants of a small fire cause when some fraction of the bolide came to earth.

The hills in their search area are all west of the house. Their allotted section will take several days to adequately examine. All the while Levi is chatting, helping them over difficult parts, splitting them up and telling them where to meet again (so as to cover more ground, but in reality to get them used to being apart), telling folk tales about the area, and otherwise being the perfect guide and host.

With a successful Psychology roll, an investigator gains the impression of being watched. A rockfall high up a ravine may denote a watcher; a half-glimpsed shadow may be man or beast; a gutted animal may be the forgotten food of a predator, or a grim warning. Levi cannot fully enjoy his upcoming kills without handing out tiny warnings to prove his omnipotence and their inconsequence. Even a total psychotic leaves some trail. But Levi has not prompted every incident: others may be the investigators' imaginations, others yet may be the ghosts of the slain attempting warnings.

Subtle and manipulative keepers build on the friendship between Levi and the players. Cynical players may suppose that Levi is being played up as "the nice NPC who is there to show how the monster works and is then eaten". They may not guess that Levi is the monster.

## Levi's Preparations

Initially, Levi wants the trust of the investigators. He knows who are suspicious of him and consciously courts those individuals, showing courtesies and making small thoughtful gestures. In revenge, of course, it is just they whom he intends to torture most viciously before sacrificing them.

He also wants the investigators accustomed to being alone with him. Perhaps he provokes arguments among the investigators by being overly gallant, by uncovering fallibilities, or by telling seemingly-innocent tales about one to another. Perhaps he shows one (but not another) short-cuts around obstacles.

He walks them tirelessly up and down the hills all day (he is in great shape himself, and is always primed just before a kill), and investigators whose SIZs are greater than their CONs are worn down and weakened, and flop into bed at the end of the day.

*A discovery on The Island.*

When he can, he attempts to incapacitate the strongest-seeming of the investigators, to give himself better odds. Some suggested tactics follow.

• A rock tumbles down a cliff for 2D6 damage (halved if a Jump roll succeeds).

• He causes an investigator to walk into an wolf trap for 1D8 damage (a successful Spot Hidden reveals it before it is too late) while he stoops to look at a worthless rock, to make himself look innocent.

• He instructs Hannah to spill scalding water on someone by tripping over an item an investigator has left lying around, boiling the target for 2D4 damage (a successful Dodge roll halves damage).

• He makes a great show of killing a timber rattler inside the cabin on the investigators' first day there ("They like it warm, you know") so that later he can secret one in a bed. That timber rattler has a 75% chance to hit; hitting, it injects a large amount of POT 10 poison which takes quick effect.

• He leaves a sharp axe concealed blade-up by the kindling pile, camouflaged for someone to step on for 1D8 damage (a successful Spot Hidden notes it before disaster).

As the accidents mount, Levi says, "Tisk, tisk. 'Tis almost as if this rock were tellin' us it don't want findin'."

## Catching Him Out

The man is careful and cunning, and not to be caught out easily. Other than the perception that he is studying the investigators, a few clues exist.

Zekle, whose father seems so zestful, is incredibly withdrawn. A successful Psychology concerning Zekle suggests that he is overborne by his father, but fails to find a trace of compensating achievement, surliness, or deliberate misbehavior.

A successful Psychology roll for Hannah shows her curiously indifferent to her apparently wonderful husband. Is she sick? A successful Diagnose Disease indicates no symptoms. She is too withdrawn to have fear left to show; Levi's beaming public face is more dismaying to her than his usual snarls, for it shows her how happy they might have been.

Hannah limps slightly. Her trailing skirts always cover her legs. If an investigator somehow manages to slightly lift her skirts, he or she sees that she has dirty bandages around her ankles, covering the manacle sores. Levi hobbles a random ankle when he is away or in a savage mood, chaining her to the iron cook-stove. She has 15 feet of quarter-inch towing chain to pull around in the cabin. The floorboards around the stove are scraped and scratched, detectable by a Spot Hidden directed at the floor. Levi keeps chain, manacle, and lock wrapped in a greasy rag in the toolshed when not in use.

The outhouse is a flimsy wooden structure over a pit. When the pit is full, Levi simply digs another, picks up the whole toilet and places it over the new hole, and fills in the old one. It is near the house. However, on a successful idea roll, no investigator ever sees Levi go off to the toilet. Odd. Once a day, Levi visits the idol, prostrating himself before its terrible glare, muttering to it, singing to it in an odd cracked fashion. He marks the perimeter of the island with his body waste. Though he uses different excuses, he tends to disappear from the house at the same times, and he follows roughly the same route each time, so that a path of sorts can be detected with a successful Track roll. Sometimes he is able to bring back a rabbit or grouse from a snare to show that he has been hunting.

## The Island In The Bog

The bog lays beyond a hill. It's roughly circular, about three-eighths of a mile across, with a circular wooded island in its center. On casual glance, a geologist would say that this was a lake not too many centuries before. Having prepared a careful analysis, that geologist would come to the surprising conclusion that the entire lake was an impact crater formed since the latest glaciation. Two hours of survey and a successful Geology roll brings an investigator to the same conclusion.

Toward the dawn or at sunset, the rippling cries of thousands of frogs can be heard. They stop when intruders near, an infallible alarm system.

Though slowly filling with mud and vegetable rot, hiding its past, the bog is still dangerous. Noxious gases bubble and pop, and even the firmer ground is slippery and uneven (DEX x5 or fall). Incautious investigators who fail a Spot Hidden step into evil black muck that is deep enough to force a Swim roll. While the mosquitoes are mostly finished for the year, the fat bloated leeches won't mind one more snack.

Levi has traps placed along the island approaches to his shrine, which he sets only when a likely candidate arrives at the cabin.

Each investigator venturing onto the island must receive a successful luck roll or encounter either a snare or a bear trap. Roll 1D6: on 1,2,3 the trap is a dead-fall snare; on 4,5,6 the trap is a steel bear trap.

The dead-fall snare whips the victim up from the ground and leaves him or her dangling in the air, feet up. The target can free himself or herself if (1) he or she has a DEX of 10 or more and (2) carries a knife.

A bear trap chomps for 1D10 damage, and pins the victim with STR 15 force—successful opposition to this on the resistance table frees the victim, but the target gets only one try per hour. Two people can combine Strengths for this roll.

Having penetrated the line of traps (some of the investigators no doubt stained, smelly, bitten, and cold), they pass through a stand of dark trees with black gnarled stumps and

twisted clawed branches. The dim foliage blots out much of the light and shields the inner clearing from view.

As the trees part toward the center of the island, the ground turns muddy; from it, only partly submerged, rise corpses and skeletons of Levi's previous victims—tossed aside, torn, decomposed, worm-riddled, skeletal. Here a bloated green leg protrudes, there a rib cage, over there's a freshly-rotting face with milky eyes. The cost to view Levi's garden is 1/1D8 SAN . Investigators who flee now are spared the sight of the idol beyond.

## Levi's God

The western Abenaki Indians, in whose ancient lands Levi's shrine exists, said that the first humans were made out of stone by *Tabaldak* ("the Owner"). Tabaldak did not like the result, and destroyed his prototypes, then carving a second man and woman out of wood. These he approved of, and let them go forth as the father and mother of Indians.

Among the shamans of the Abenaki, therefore, wood was a primal substance thought specially appropriate to man. The powerful *mahdawlinno* (shaman) of the Abenaki who carved and drummed Levi's god into existence chose his site of power well, a crater imbued with the stuff of stars. The image hacked from the great log was revealed with such insane inspiration and savagery that it perfectly captured the unclean essence of its subject. Coming out of his trance, the prehistoric seer comprehended what he had brought to the earth and tried to dismember it with his bare hands. He died in agony as the thing's first victim.

The face is of shocking foulness, a sneering visage of basest evil, a crude reproduction of an abominable dark god from beyond space and time. Over long centuries, the pine wood has darkened to an ebony blackness from the foul waters of the bog. Blood has long stained it. It waits patiently for the final droplets it craves. The vision inspired the deranged Levi Stone to homicide, and still inspires terror in the sane viewer: Sanity cost to see it is 1D3/1D10. Complete statistics for the *goaskoi*, literally the "white pine man", are found at the end of this adventure.

The first successful physical attack which does more than 10 points of damage to the *goaskoi* causes the face to list severely and then sink into the mud, apparently gone for good. The investigators get no SAN for the deed.

Burning the face with oil or gasoline leaves only a charred, unrecognizable lump. Choking acrid smoke drives away the arsonists. They get no SAN for the deed. If anyone thinks to, it's possible to dig down into the mud and see that the wood base of what they burnt goes down, and down, and down.

Neither Hannah nor Zekle have ever seen the *goaskoi*, though Hannah has heard Levi speak of the thing in the bog which he calls Master.

## Levi Attacks

Levi can be prompted to attack in three ways.

• While the search for the bolide occupies most of their attention, he manages to separate the investigators and attacks them individually.

• If he can see that some will not trust him, Levi attacks immediately, wielding a double-bladed axe in each hand like a berserk Viking.

• Zekle has seen his father at work, but Levi never has taken on such a large, possibly competent group: this time Levi may die. Zekle runs away rather than see the playing-out of his terror or answered prayer. When Levi realizes what has happened, he assumes that if an investigator finds Zekle, the boy will talk. Levi organizes a search, splits up the investigators among different areas, and begins attacking individuals.

Meanwhile Zekle, thinking that the one place he was told never to go is the best place to hide, wades across the bog and stumbles into the lair of the *goaskoi.* He'll be found huddled in catatonic shock not far from the corpse-garden.

When Levi is ready to attack, he gathers up weapons and cords, and disappears into the woods. His vanity has never allowed him to purchase a gun, for that would somehow lessen his elemental power.

If he can, he stalks the investigators one by one. He'll first murder those most suspicious of him or, failing that, the weakest. As a keeper, it's important not to let the players know what hits them. Levi is a master of stealth.

If possible, literally separate your players by sending all but one out of the room you're playing in. Only let them communicate if their investigators are together. This may heighten the sense of menace.

For individual attacks, Levi strikes to knock out the investigators; use the nearby knock-out rule. (He wants living sacrifices whose throats can be slit over the idol.) Victorious, he binds and gags his victims, stashing them one by one to be claimed later.

He continues until he has them all, or until the survivors have banded together. In the latter case, he retreats to the island in the bog, to wait for them to come to him. He counts on the demoralizing effect of that terrible place to aid him, and may proffer hostages to get the other investigators to disarm. He'll willingly use Hannah as bait, and Zekle if he absolutely must (this act irrevocably turns his son against him).

If the keeper wishes, after each attack allow a random luck roll to bring together two investigators.

When the investigators understand that they are being picked off one by one, survivors may gather at the cabin. Hannah knows what's going on. Her eyes are bright with terror. If a female investigator acts sympathetically and draws her out, or if male investigators receive successful

Oratory or Fast Talk rolls, she babbles her awful story, including the location and significance of the idol in the bog. She mentions that whatever Levi has found on the island gets its power from blood.

### KNOCK-OUTS

To knock someone unconscious rather than to do physical damage, the intention must be stated before rolling for the attack's success. A knock-out attack can be performed only with blunt weapons, fist, kick, grapple, and head butt. Knock-out attacks do not work against monsters, only humans, though they are effective against some hybrid monsters such as deep one half-breeds and ghouls (who descend from humans).

Match the damage done against the current hit points of the target on the resistance table. If the damage overcomes the hit points, the target is knocked out and remains unconscious for several minutes. A successful First Aid roll awakens the target immediately. Knock-out attacks do actual damage equal to one-third of the total damage rolled (round down all fractions).

When the knocked-out person wakes, he or she is disoriented and perhaps feels dizzy or weak, has a headache, is light-sensitive, and so forth.

This is an official addition to the *Call of Cthulhu* rules.

## The First Fight

Notwithstanding his cunning, planning, brute strength, and raw muscle, Levi has never before been in this kind of fight. His sense of omnipotence, which keeps his confidence in such good stead, lets him be methodical now. If the remaining investigators panic and flee, he has a day of blood-vanity he'll remember forever. Once an investigator is down, Levi moves on to the next, not worrying whether or not the wound is fatal, rather hoping in fact that the victim stays alive until he can drag him or her to the island in the bog. But deep-biting double-bladed axes sometimes stick, and there is no one to guard Levi's back. Investigators who keep their heads probably get the best of him, almost certainly if they have guns.

Weaponless investigators find themselves in horrible melee. With weight of numbers and sheer desperation, and perhaps with the sudden help of Zekle, they may pull him down. He is a raging, roaring powerhouse of maddened meat; to stop him, they'll have to demolish him.

Whenever an investigator is melee combat with Levi, allow him or her to receive a luck roll. Failure has no effect. Success causes him or her to reach back and grasp a heavy rock, which can add to the investigator's attacks. At the keeper's option or by means of a random die roll, one of these convenient rocks is a still-warm shiny black stone with a rippling surface, of good shape for striking with (Blunt Object, damage 1D4+2, base chance as Fist/Punch)—a meteoritic remnant of the fireball, the evidence that Billings craves. If the investigator survives the fight, allow an idea roll to examine the object should the player does not make the connection. Only one meteorite exists.

Assuming that Levi finally falls, the change in him is astounding and in its own way horrifying. He drops, a great bloody mewling ruin, crawling toward the face—or where the face was, if already burnt or struck. It is obvious that Levi is dying; he should be dead now. Blubbering, he slides slowly across the slick, foul-smelling mud. The only way to stop him is to hack him apart, sever his head, or blow him apart with a shotgun.

## The Second Fight

The *goaskoi* waits patiently for the blood it craves. It hopes for the killing of the killer, who has so far betrayed it by holding back himself. If he makes it to the *goaskoi*, the circle is closed and a new power unleashed.

If the investigators do stop him, and he doesn't make it to the statue before he dies, the *goaskoi* screams in frustration, then detonates deep underground. The blast deafens everyone for a few minutes, and each survivor takes 1D4 damage from shock and incidental debris.

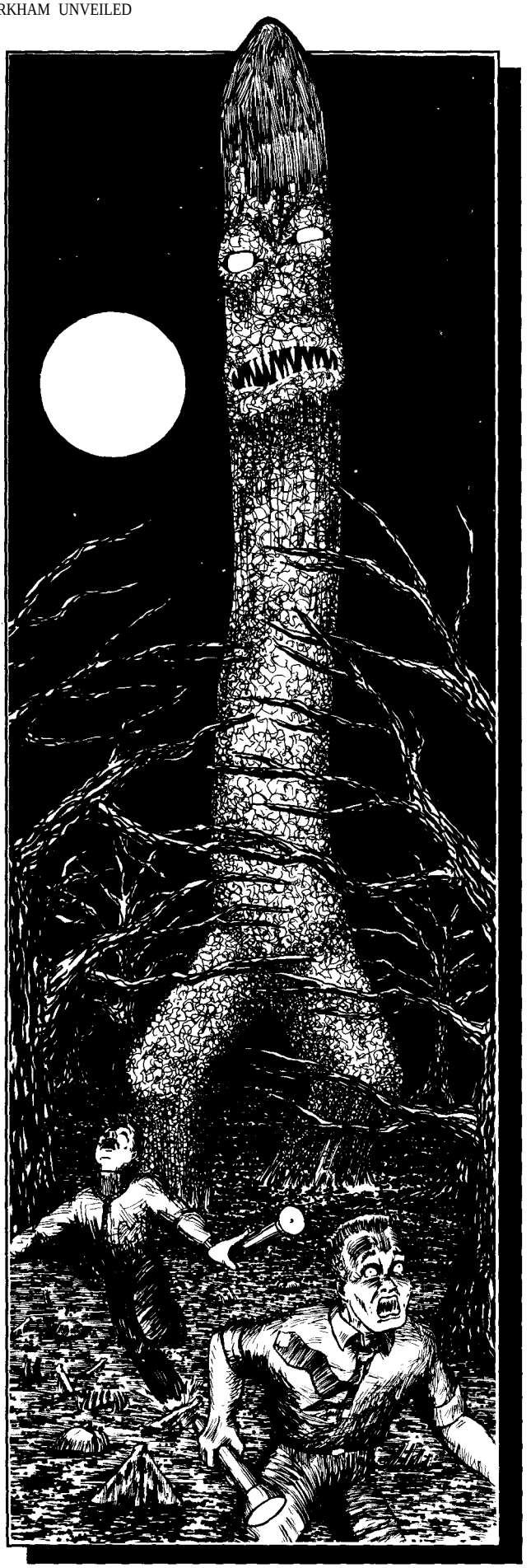
If Levi is allowed to complete his last crawl, he hugs the idol, and dies with a gurgle before its cruel gaze, his life blood the last elixir the thing needs. The statue drinks fully, grins hideously, and then stands up.

Slippery black yards of it unfurl as the waking nightmare stands, rising up and up, towering above the feeble trees. It stands thirty feet tall. As the mud drips off that dreadful form, it is apparent that the original carver put as much work into the body as the head. Sanity cost to see the full *goaskoi* is 1D6/1D20, but don't call for new SAN rolls except for those who come upon the thing now or later—the investigators have enough trouble as it is.

Any previous destruction of its face was a very limited victory. It still walks, except that, headless, it's only 25 feet tall.

The laughing monstrosity has no arms, but it does have legs which stamp mercilessly. The thing wades after the investigators, crunching and smashing and obliterating all in its path. Hannah, stupefied by the apparition, is lost unless someone thinks to grab her and start her running.

The *goaskoi* initially chases individual investigators, but soon wanders toward the cabin, perhaps drawn by the rising smoke from the chimney. Investigators who ran that way see this engine of destruction bear down a few minutes after they arrive.



*The goaskoi.*

Here they can grab kerosene (three gallons in the woodshed) and siphon gasoline from the car, and then set fire to the *goaskoi*—perhaps flinging it onto the thing, or leaving a puddle in its path and offering themselves as bait. Once the flames start, the thing burns readily. If they don't destroy it now, it wrecks the cabin, their car, anyone in its path, and then strolls eastward, towards Newburyport or Arkham.

## Picking Up The Pieces

Investigators surviving the slaughter get 1D3 SAN for killing Levi. For capturing him and taking him to justice, each investigator gains 1D4+1 SAN.

In addition, award 1 SAN each to those who rescued Zekle and another SAN point for rescuing Hannah. Do not penalize SAN for failing to rescue them.

If the statue never walks, but the investigators destroy it anyway, they gain no Sanity increase at that time. However, the next time one of them reads a Mythos tome, he or she encounters a reference to *Titans Potens,* a medievalism for wooden or stone idols which (having been fed sufficient blood) come alive and stalk the land, destroying. With a successful idea roll to make the connection, grant each investigator 1D2 SAN for having forestalled such a hideous situation.

If the idol walks, the investigators gain 1D8+2 SAN each for stopping it. No mean feat, that.

If they don't stop the idol, and it clumps away towards greater destruction, charge each 1D10+2 SAN. The keeper must determine the course of the thing, and when, where and if it hits civilization.

If the investigators stop it after it has destroyed other lives and property, each gets only 1D6 SAN.

If one of them brings back the meteorite (the only fragment of the bolide ever to be found), Billings is somewhat dismayed if Levi's blood is on it, but he cheerfully accepts it anyway, noting that the blood can hardly have penetrated already to the center, which is where to look for any uncontaminated organic compounds. The finder gets his name on a card beside the exhibited portion of the meteorite, but no SAN . It is up to the keeper, of course, whether or not sanguineous penetration has occurred, and whether or not any interplanetary forces have been stirred into action because of it.

# Statistics

### LEVI STONE, Psychotic Murderer

STR 18 CON 18 SIZ 18 INT 15 POW 11
DEX 14 APP 13 EDU 7 SAN 0 HP 18
**Damage Bonus:** +1D6
**Weapons:** Fist/Punch 60%, damage 1D3+1D6
Kick 40%, damage 1D6+1D6
Grapple 45%, damage special.
Club 40%, damage 1D6+1D6
Wood Axe 40%, damage 1D8+2+1D6

Skills: Camouflage 30%, Climb 45%, Dodge 35%, Fast Talk 60%, First Aid 40%, Hide 60%, Jump 50%, Listen 55%, Psychology 15%, Set Trap 70%, Sneak 75%, Spot Hidden 70%, Throw 40%, Track 45%.

### HANNAH STONE, Victim

STR 10 CON 15 SIZ 11 INT 11 POW 10
DEX 12 APP 11 EDU 7 SAN 15 HP 13
**Damage Bonus:** +0

**Weapons:** Kitchen Knife 30%, damage 1D6

Hatchet 50%, damage 1D6+1

**Skills:** Dodge 55%, First Aid 65%, Hide 45%, Listen 60%.

### ZEKLE STONE, Adolescent

STR 9 CON 9 SIZ 11 INT 13POW 15
DEX 16 APP 12 EDU 5 SAN 20 HP 10
Damage Bonus: +0

Weapons: Small Club 30%, damage 1D6

Wood Axe 30%, damage 1D8+2

Hatchet 45%, damage 1D6+1

Skills: Climb 65%, Dodge 60%, Hide 55%, Listen 40%, Set Trap 10%, Sneak 30%, Track 15%.

### THE GOASKOI, Levi's God

STR 40 CON 80 SIZ 40 INT 15 POW 20
DEX 10 HP 60 Move 6
Damage Bonus: +4D6

Weapons: Bite* 45%, damage 2D6+2

Trample 45%, damage 4D6+4D6

Armor: 6 points; no weapon impales; magical attacks succeed unmodified.

SAN Cost: 2/1D8+2.

** Naturally it gets no Bite attack if headless.*

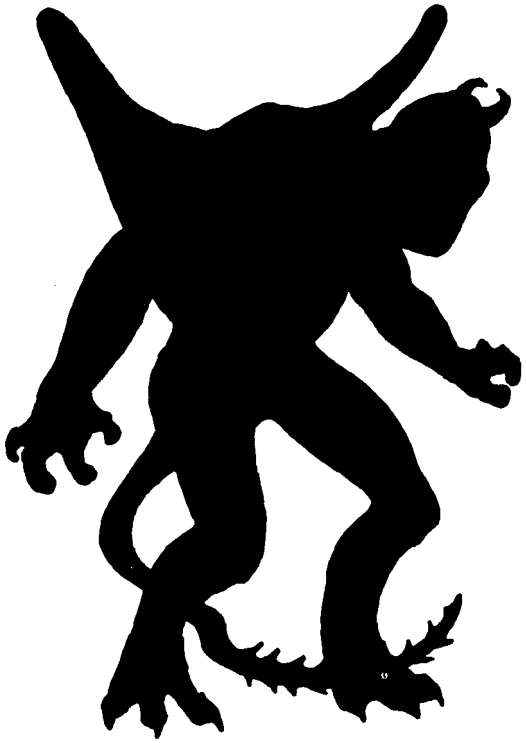
**Goaskoi Description:** after removing the bark, it was carved from a white pine log of about 35 feet in length and about three feet thick. Long immersion in the fetid bog darkened the wood to near-black. The carver covered most of the surface of the log with faint non-Euclidian patterns, some of which are now invisible to the naked eye.

The face has very large, madly-staring eyes and a large, partly-open mouth in which individual teeth 2-3 inches long can be seen. The neck and trunk are not distinguished, and there are no arms. A set of comparatively small, apparently ornamental male genitalia mark the apex of the legs. The legs themselves are about ten feet long, concluding in slightly-wider stumps for feet.

The *goaskoi* is clumsy in movement, given the disproportion of legs to body, the lack of arms, and the inflexibility of its spine, but crosses open ground and shallower waters steadily and tirelessly.

**Notes:** such humanoid constructs are common to many magical traditions; the high Sanity cost to see this one is due to the hyperdimensional vision which afflicted its creator.

The *goaskoi* takes normal damage from electrocution, fire, and acids, those and magical spells are the best ways to destroy it. Physical damage from guns, axes, saws, and so forth may finally divide the thing; cut apart, legs, trunk, etc., may independently twitch or stomp for several days or many weeks, and may act with purpose if the keeper desires. •



# The Condemned

*Wherein a succession of confusing and at first seemingly disconnected horrors confront our heroes, who perseveres, to uncover a motive primal for humans and those inhuman as well.*

This adventure can be essayed by any number of investigators of moderate to extensive experience and, if that is possible, who possess unusually steady nerves.

Though keepers may present "The Condemned" in a variety of ways, the keeper may easily extend the proceedings to at least two play sessions, and possibly more.

## Keeper Information

Friday night during a thunder storm, lightning shattered the stone bridge support entombing wizard Sermon Bishop. The splintered support dumped Bishop's feeble body into the river. Barely able to move after an imprisonment of 176 years and long-ago completely insane, Bishop drifted ashore a half-mile downstream, near where Miskatonic students Atwater and Cardigan camped.

Crawling to their tent just visible in the flares of the receding storm, Bishop performed Mind Transfer with the sleeping Atwater to gain the man's strength and youth, then murdered Cardigan with a shovel. Bishop buried Cardigan's body—along with the nearly helpless and screaming Atwater—in a sand bank.

Atwater, still horribly alive, lies choking beneath the sand, trapped in Bishop's undying body, driven insane as the corpse of his best friend rots in his face.

Bishop woke Sunday morning and managed to find his way to town where police quickly took him to the hospital. While at St. Mary's, Bishop was briefly questioned but was unable to respond intelligently, only mumbling of "the bright flash of light." Last night Bishop finally regained his complete faculties. In continuing to ramble incoherently and to feign amnesia, Bishop bides his time, waiting for a chance to escape.

He plans to systematically murder the seven Arkham descendants of the seven men who sealed him away in 1752.

The keeper runs Bishop as he wishes, choosing victims from the ranks of townsfolk and the investigators (who also may be descendants), varying attacks as he desires. Bishop is potent; play him fairly; only give him full leash when the investigators fully comprehend what they're up against, or he'll wipe out everyone.

The names of Bishop's original persecutors are on a list found at the Arkham Historical Society. The seven descendants are named and described in the section, "Murder Scenes". If the keeper desires, one or more of these names can be changed to the names of the investigators. Genealogical files in the Arkham Historical Society could reveal one or more investigators marked for Bishop's vengeance.

Bishop also plans to relocate the *Testament of Carnamagos,* which can quickly reestablish his former immortality in his new attractive, well-functioning body.

## Investigator Information

Last Thursday morning, two good friends and fellow University botany students Richard Cardigan and Henry Atwater strolled west from Arkham to camp along the Miskatonic River. They expected to return on Saturday but failed to do so.

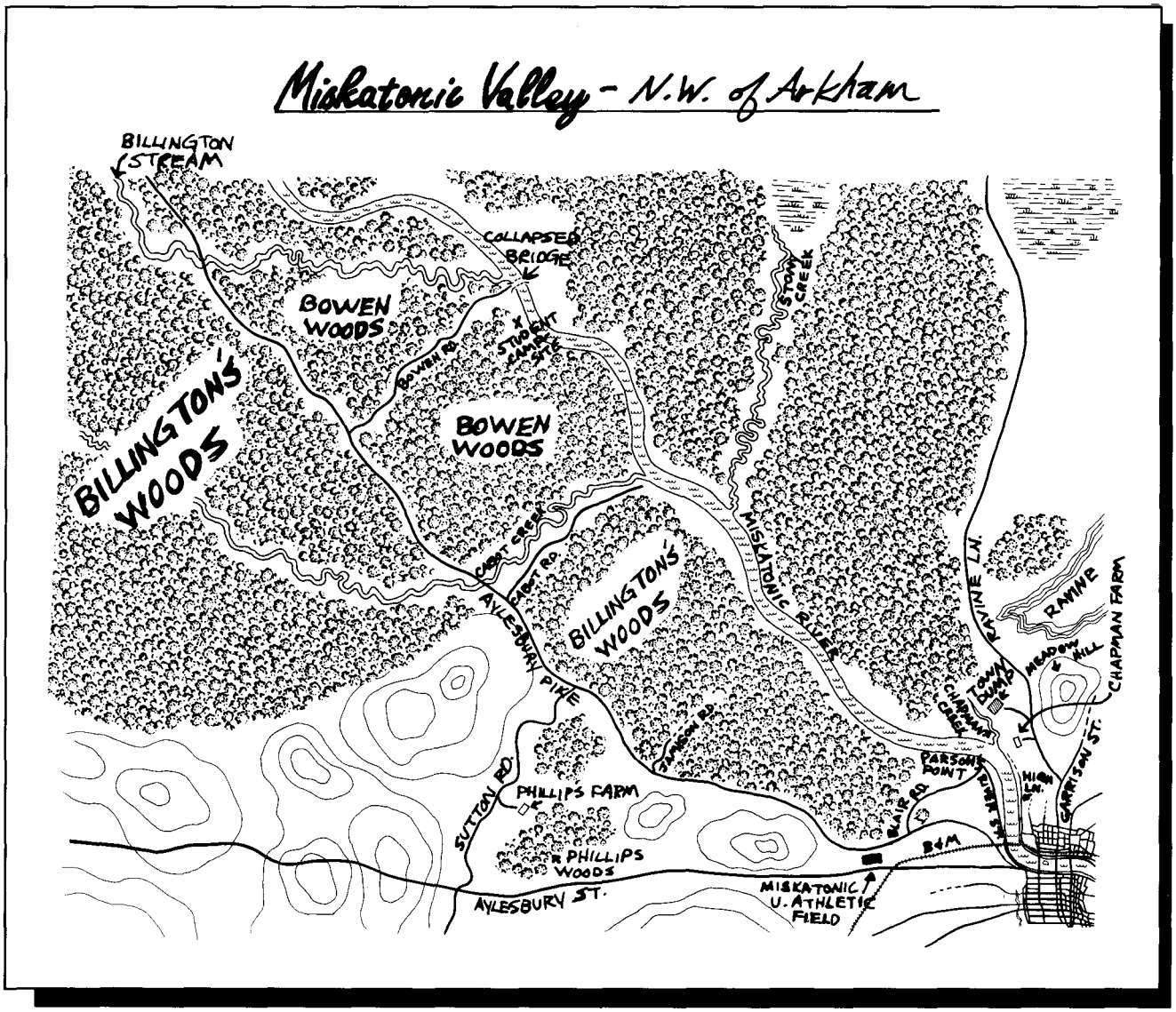
Early Sunday morning, Atwater was found wandering along west River Street, in a disturbed state of mind. Police took him to St. Mary's Hospital, where he was questioned and sedated.

Atwater's nearly incoherent ramblings led police to surmise that the campers had been struck by lightning on Friday evening while they slept.

That same morning the police traveled up the Miskatonic and located the students' campsite. No trace of Richard Cardigan was found but the police did discover, not far from the camp, a small shovel smeared with blood. No burn or scorch marks were found on the students' equipment nor were there other signs of a lightning strike apparent in the immediate area.

Hurried by a sudden downpour, the gear and plant specimens of the two were gathered up and brought back to Arkham. Additional clues which the equipment might have yielded were destroyed in moving them, and the ground has been too disturbed to now yield useful tracks.

Early Sunday afternoon the still-raving Atwater, having shown little shock or other physical symptom, was transferred by ambulance to Arkham Sanitarium. The first stories of the tragedy appear today, in Monday's newspapers.




Since his transfer to the sanitarium, no one has been allowed to see or to interview Henry Atwater.

## Getting Started

Give the players Player Aid #1, reproduced nearby. Perhaps one or more investigators are friends of the students. Perhaps the investigators can be hired by the father of the still-missing student, Richard Cardigan. Herbert Cardigan is a wealthy Boston banker. Perhaps Atwater's friends hire them to protect Henry's name by resolving the affair. Perhaps the police informally ask the group for help. Perhaps the investigators altruistically want to help. Keepers will think of additional ways by which their investigators can enter this scenario.

Now the investigators conduct their own investigation, following whatever leads they can find. A good first possibility is to interview Atwater himself, hopefully soon. Another good choice is to visit the students' campsite. They might also choose to interview professors and schoolmates of the two students.

Sometime late Monday afternoon, Bishop escapes the sanitarium and disappears, committing his first Arkham murder on Tuesday night.

## Bishop's Movements

From the hospital, Bishop fled to his old house on Hill Street, in his time called Bad Water Road. Finding the place empty and abandoned, he quietly moved in. He gathered discarded newspapers and magazines along the way. Their stories were mostly meaningless to him, except that their style was bewilderingly staccato and their wordings unusually blunt. No mention of the Crown, Crown holdings, its agents, or even of its money is another puzzle.

He read with consuming interest an article about the Arkham Historical Society. There, on Tuesday morning, with the aid of E. Lapham Peabody, he tracked down the seven closest descendants of the seven men who entombed

him. The request was interesting to Peabody, and he remembers Atwater clearly.

That night, Bishop committed his first murder, leaving the situation described in "Murder Scene One". The following day he used money stolen from his victim's house to purchase food from Benson's Market and a .38 revolver with bullets from the Arkham General Store. The latter's counterman remembers Atwater/Bishop even if not shown a photo, because of the straight-faced way the man said "I be wanting balls, flints, and a horn of powder, besides", and was only with difficulty persuaded to substitute a box of 100 bullets.

Having acquired a pistol and determined its operation, Bishop's succeeding actions depend partially upon what the investigators do as the scenario unwinds.

## Arkham Sanitarium

But while Monday afternoon lasts, the investigators still have a chance to interview Atwater. Dr. Hardstrom, head of the sanitarium, must grant his grudging permission.

Hardstrom fears that too much disturbance may overtax his patient, and sees no reason why the investigators can't wait till later in the week, when the poor fellow has grown stronger. He allows no interview unless the investigators receive a successful Debate roll, or unless one is a practicing physician. He has contempt for psychoanalysts.

If the roll fails, Hardstrom suggests they return that afternoon or evening. If the investigators return in the afternoon, they meet the patient. If they return in the evening, they learn that the student has escaped, somehow slipping out of the hospital unobserved.

If the investigators get to see the patient, Hardstrom explains that Atwater has remained incoherent, or very nearly so, since arriving yesterday afternoon. He also mentions that they have suspended sedation for a time to see if the man responds.

Detective Ray Stuckey has been talking to Atwater. The investigators must wait; when Stuckey passes through, they have an opportunity to make his acquaintance. Stuckey's statistics appear at the end of this adventure.

Bishop, in Atwater's body, is in bed, his eyes closed as if asleep. He does not respond to questioning except to mumble and roll his head slightly from side to side. He speaks in disjointed fragments, "lightning" being the most recognizable word. He cannily refuses to utter any coherent story, but call for Linguist, History, or EDU xl rolls: whoever receives a success notices an archaic burr to his words totally inconsistent with Henry Atwater's birth and education in modern Massachusetts.

On Monday evening, Bishop (still wearing Atwater's body) escapes.

## About Henry Atwater

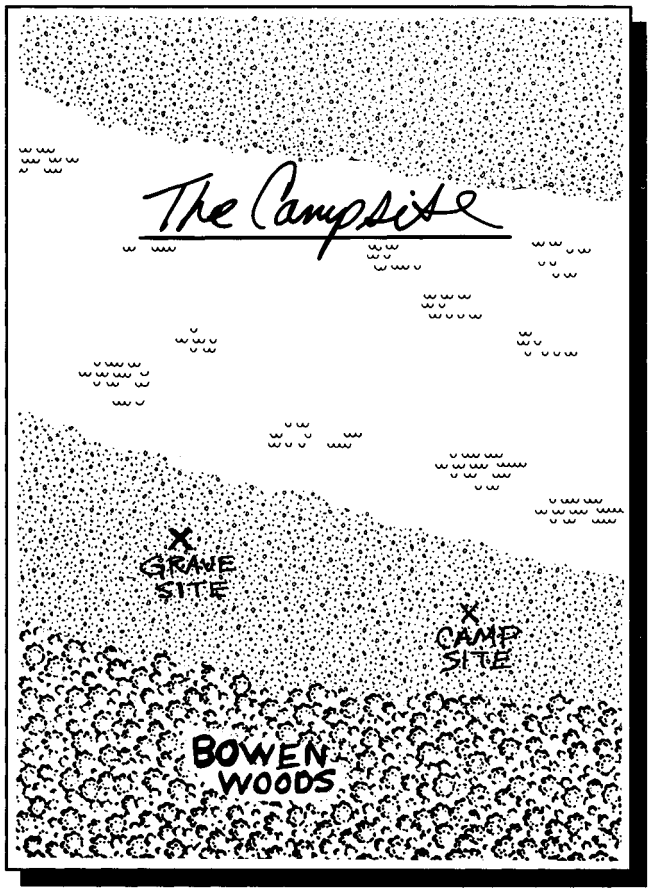
The Miskatonic Library has copies of the last three University annuals, in each of which Atwater appears. The annuals include his photos, and the entries for clubs and organizations include membership lists. The University registrar can, with adequate reason or persuasion, exhibit his grade lists and admissions papers. Keepers who are interested can quickly provide friends, colleagues, and professors who know the man.

According to many sources, Atwater was a foundling who grew up in a Boston orphanage. A brilliant student, upon high school graduation he was awarded the James Fitzhugh memorial scholarship and was accepted by Miskatonic University.

Like his friend, Richard Cardigan, Atwater majored in botany. He also held a part-time job at a local florist's shop, Almen's Flowers.

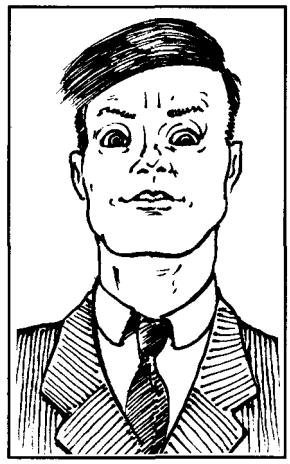
The gist of the information makes it obvious that Henry Atwater is normal, well-liked, hard-working, and a credit to the community. His employer and professors have nothing but good things to say about the young man.

If any of the investigators think to ask, however, everyone who knows Atwater says that he has no accent at all.



## Newspaper Files

The *Gazette,* the *Advertiser,* and the *Crier* contain no stories about Henry Atwater, with a small exception: his name regularly appears in published lists of students with perfect academic scores for the semester.



*Henry Posessed by Bishop*

## The Campsite

The students' campsite was on the southern shore of the Miskatonic, and can be reached most easily from the end of Cabot Road, which branches northeast from the Aylesbury Pike about three miles out of Arkham. Follow the road until it reaches the river; from there a half-mile hike along an overgrown riverbank trail leads to the sandy strip where Atwater and Cardigan were camped.

If the Investigators visit this area on Monday morning, they find a half-dozen policemen and a handful of citizen volunteers searching the surrounding woods.

The police are not looking in the right place. Both Cardigan's corpse and the living Henry Atwater trapped in the wizard's ruined body, are buried in the sandbank. The police have given this open spot only cursory inspection, concentrating their efforts on the woods. The official search lasts another day, but every time it rains the searchers retreat to their cars and the investigators find themselves alone.

In the second hour of the investigators' presence, no one can ignore the large number of crows congregating on the sandbank, pecking and squabbling noisily at something protruding from the sand—keeper's choice whether or not the official search party is around at the time.

If the investigators approach, the birds remain where they are, not abandoning their meal until the last second. With a thunderous rush, they then all fly up at once, revealing in the sand a rotting and now partially-eaten corpse.

The corpse lies face down, exposed from the waist up. The exhausted Bishop dug his grave too close to the river, and the rising waters from the rains have partially uncovered his deed.

The birds have eaten portions of the corpse's left shoulder and left ear. Clouds of flies settle upon these wounds. The stench is pervasive, and the body has bloated. Seeing this costs 1/1D4+1SAN, unless the investigator has formal medical training which has left him or her familiar with cadavers.

The corpse is that of Richard Cardigan, cruelly murdered by Sermon Bishop. Trapped beneath it, and unseen as yet is the living Henry Atwater, his mind imprisoned in the blackened, ruined, undying body of Sermon Bishop.

Atwater will not be found unless Cardigan's body is uncovered or moved. Atwater's new body is too far gone for him to move it very much, but shifting Cardigan's corpse free's Atwater's left hand, with which he grabs at an investigator and screams insanely. This new shock costs everyone 1/1D6+2SAN.

If the investigators back away from the living corpse even for a short distance, one of the greedy crows swoops down and plucks off one of Atwater's fingers, making off with its prize while the undying man shrieks even more hideously and the rest of the crows circle enviously just overhead. This incident costs an additional 0/1D3 SAN .

Atwater, locked in Bishop's body, is totally unrecognizable—gaunt, feeble, blackened from the lightning bolt, nearly bald, humpbacked, with only scraps of antique cloth clinging to him. Nonetheless, he is the best clue the investigators will find. Fortunately, nothing they can do will actually kill him, since he has inherited Bishop's immortality. At least have the young man screech out his name, "Henry—Henry Atwater!" before he collapses and his immobile body offers no more immediate threat.

Atwater is in constant pain and temporarily insane. It is possible, though, for the investigators to carry the emaciated body back to their transport, and thence to the receiving room at St. Mary's for emergency care.

### Student Missing On Camping Trip

Richard Cardigan, a Junior at Miskatonic University, remains missing today, apparently the victim of a camping accident.

Fellow camper Henry Atwater was discovered early Sunday morning wandering the streets of west Arkham, suffering from amnesia, and is currently hospitalized.

The young men left Arkham Thursday, to return on Saturday.

Police located the campsite beside the river a half mile northwest of Cahot Road, but found no trace of Richard Cardigan. A search for the missing student was abandoned till tomorrow when a violent thunderstorm erupted. Police and volunteers plan to search again tomorrow.

More volunteers are welcome and are requested to meet after day-break at the Cabot Road dead-end. Cabot road runs north off the Aylesbury Pike about three miles northwest of Arkham.

### Atwater's Condition

Though physically well, Atwater suffers from amnesia and has been entered in Arkham State Sanitarium. Doctors foresee a full recovery.

Police hope he can soon add details to their knowledge, and help locate the missing Cardigan. They speculate that the youths may have been struck by lightning Friday evening, and fear that Cardigan may have been seriously injured.

— Arkham *Gazette*

Once sedated, Atwater may be able to answer a few questions—he was fully awake and witness to Cardigan's murder and the subsequent burial of himself and the corpse. Perhaps Bishop boasted of his plans for revenge while he was burying the two students in the sand, though Atwater may not remember this until an opportune moment. The key will be Bishop's name: once the investigators can identify who it is they confront, the mystery can be unraveled.

The young botanist's condition is so bad that he can understand and answer only occasionally, and then only a question or two at a time. Doctors may guard access to him, and police may deny access to this important witness to murder. The investigators, unless they have good relations with the police and the attending physician, should not be able to waltz into Atwater's room whenever they choose. Even after they gain reasonable access, several visits may be needed before the student can tell them all that Bishop talked of.

This Atwater shows no resemblance to the Henry Atwater pictured in the school annuals, nor do his friends recognize him. The Boston orphanage where he grew up has footprint records of him as an infant; these prints do not match the whorls of his present feet.

His doctor says that the patient suffers from delusions (that he is Henry Atwater), shock, malnutrition, exposure, exhaustion, and a severely deformed spine. Since the body is still immortal, and will get stronger with good care, Atwater is likely to become stronger and clearer-headed in a few days. Strangely, though, his spinal deformity disappears over the next few weeks and never returns.

Whether or not Atwater is ever restored to his rightful body, his life has changed irrevocably; perhaps an astute player adopts him as an investigator.

Once the investigators or the police understand that a body switch has occurred, publication of Atwater's picture immediately puts Bishop on the defensive, and he is unable to move except at night, and risks exposure with every encounter with another human being.

# The Murders Begin

In keeping with his oath, Bishop plans to systematically murder the seven eldest living descendants of the seven men who buried him alive.

The first murder scene in particular contains specific clues the investigators need, but Bishop should commit all of the murders in their listed order. The timing of the murders is left to the keeper, who is also free to change the styles of the murders. The police will be in a tizzy as the murders progress, and their relations with the investigators should be monitored and used as the keeper needs.

Adjust Bishop's actions to the pace of investigator progress. Bishop may sometime engineer an attack against the investigators. Meanwhile, the investigators may be able to learn the identities of the intended victims, and mount guard, which can lead to a direct encounter with the mad wizard.

The murder sites are described as they appear after Bishop has made his visit. It is also possible that the investigators reach targets 2-7 before Bishop does, and so the two possibilities are distinguished in separate subheads.

Investigators may try to talk these victims into moving away for a time, an effective tactic for a while. The investigators can be persuasive enough, with separate, successive Oratory rolls as the minimum requirement.

Ultimately, though, Bishop is insane, and he merely decides to attack Arkhamites with similar names; once he understands the genius of the telephone and the telephone directory, he has an easy time of it. The effect is the same: the investigators will not be able to move the whole town into Boston hotels.

If the investigators bog down, keepers should introduce additional clues into the murder scenes. Witnesses may see Atwater's body fleeing, or even have talked to a fellow recognizable as Atwater on the street before or after the killings. Bishop might shoot a witness, leaving him to die on the sidewalk, but the witness does not die. Even Bishop's intended victims might live just long enough to say a few last words. Enjoying the newspaper coverage, Bishop might even begin sending letters to the newspapers, the police, or the investigators, taunting them with hints about his next move. Someone might even catch Bishop stealing the morning *Advertiser* from the doorstep, the ensuing chase eventually cornering the wizard.

### The Victims

1. Nina Williams Hope, age 81, house at 374 W. Curwen Street.
2. Jeffery Noyes, age 55, house at 115 E. Curwen Street.
3. Benson Crane, age 32, house at 132 E. High Street.
4. Humphrey White, age 47, apartment at 233 Parsonage Street.
5. Alexander Pierce, age 62, house at 648 Federal Street.
6. Retribution "Grampa" Phillips, age 100, house on Sutton Road off the Aylesbury Pike.
7. Enod Ames, age 44, house at 406 W. Miskatonic Avenue.

## The First Murder

This killing takes place on Tuesday evening, the night after Bishop escapes from the hospital. The victim is 81-year-old Nina Williams Hope, the eldest living descendant of Ethan Williams. Mrs. Hope lives alone in a fine old house at 374 W. Curwen Street, between Jenkin and Brown.

After breaking in at 5 A.M. through the outside cellar door, Bishop bludgeoned her to death with a fireplace poker, which he left on the floor, then carved the numeral / into her forehead.

He took some cash and jewels, then ransacked the library, searching for "The Testament of Carnamagos".

The maid, Georgia Smith, appeared at 6 A.M. as usual, to prepare bath and breakfast for her feeble employer. She positively identifies a picture of Atwater as the man who sprinted past her out the front door and turning south down Brown Street.

Later in the day, Mrs. Smith testifies that two of Mr. Hope's old suits have also disappeared.

The upstairs library is in a shambles, with books scattered everywhere. One hour of search adequately comprehends the room, and at the last the investigators come across Mrs. Hope's notebook in which she carefully lists every volume in her library through 1917. Most of the books are bound sets of encyclopedias or standard 19th century authors like Sir Walter Scott or Charles Dickens, and there is a considerable collection of volumes on the American Civil War, in whom Mrs. Hope's husband served valiantly, as framed medals and a long letter from Secretary Stanton make clear. There are some older books, though, and one is freshly stained with blood, where Bishop handled it and then tossed it aside.

It is a diary a century old, torn and mangled pages hanging out, tossed into a corner. An endpaper identifies it as "The Booke of Thoughts of Ethan Williams, for the Year of Our Lord 1814." As the investigators may come to understand, Williams was one of the seven men who entombed Bishop in 1752.

### Ethan Williams' Booke of Thoughts, excerpt

*November 16, 1814*

Memories of Bishop plague me still. Though of our Band all are now dead before me, Bishop is but Sealed Away.

I have once more beheld Bowen Bridge and examined our craftsmanship thereto. The column stands strong and the sigil that we chiseled into the stone is intact and bright.

Still, I fear the years to come, for fear of Sermon Bishop's great curse upon our Seed and his venjance there against. And yet more I dread my soul's judgement before Heav'n, as Punishment for the contractilities I spoke to bind that wizard. Having taken his Carnamagos Booke, it fell to me to call upon the Powers he favoured. Treating with such Powers has stained my heart, and left me fearing all matters quizzical, foreign, and dark. So much fearing, never did I dare read nor speak the Forbidden Words and to call upon the Name, though doing so likelied our oppressor's final death and true dissolution.

*Condemned #2*

Reading the diary of Ethan Williams requires six hours and a successful English roll. William's complete book of thoughts would have been invaluable, but only this last volume has been preserved as a curiosity, and the last entry (the one entry for this year of value to the investigators) was made the day of his death.

Listed in Mrs. Hope's catalog is a convenient copy of *Thaumaturgical Prodigies in the New England Canaan*, written by the Reverend Ward Phillips of Arkham. Since it is a history of witchcraft in New England with emphasis upon the Miskatonic Valley area, investigators may want to look up Sermon Bishop in it. Reading this second book requires a successful Read English roll and 12 hours time: +4% to Cthulhu Mythos roll, Sanity loss -1D6. It contains no spells.

This new evidence gives investigators the important clues of (1) the name Sermon Bishop, (2) Bishop's probable year of entombment, (3) the name of the bridge in which he was entombed, (4) the Arkham street upon which he once lived, (5) the street upon which a partner in crime once lived, and (6) the name of a book which contains information inimical to Bishop.

Immediate points for investigator research follow.

## Arkham Newspaper Files

Thoroughly searching the back issues of the three newspapers is a big job. The investigators would do better to bring the question to the Arkham Historical Society, where the identical information can be found in an hour—in five minutes, in fact, if they talk to Peabody. The search takes a week for all three newspapers, and none were published in Bishop's era.

### Thaumaturgical Prodigies, excerpt

Another man thought leagued with the devil was one Sermon Bishop, of Bad Water Road in Arkham, along with his fellow-wizard, Richard Russel. This Russel lived in Arkham as well, at the western end of what we know now as Main Street. The two were said to worship a demon which lived beneath the ground, and that they had pacted with the devil and could not die.

Among those alive today some remember Sermon Bishop, who was among Arkham's first settlers, and they swear that he never aged in all the long years he resided here. His wicked pact, they say, only left Bishop stooped and bent in consequence. Witnesses also tell of both men's evil doings in burial plots, attempting blasphemical resurrections.

Arkham citizens rose against him, and some say kidnapped and killed him, burying the body in the forest or sacking and weighting it down into the Miskatonic, in A.D. 1752. Russel fled, and was not heard from again.

*Condemned #3*

## Bishop's Bridge Burns

The covered bridge that once crossed the Miskatonic four miles upriver is no more. In the last week's thunderstorms, the aging structure was struck by lightning which burned the roof and most of the decking and timbers

Thought to have been built around 1750, only the central stone support and the approaches now exist. The Sheriff has closed the road.

Originally Bowen's Bridge, after the prosperous farmer who built it, folks later began calling it Bishop's Bridge.

Locals say that the bridge has attracted lightning strikes. The structure had lately grown so decrepit that the County closed it to horses and wagons.

There is visible from the south side of the river a symbol decorating the stone of the still-standing central support, of unknown meaning and origin.

Little needed these days, the bridge probably will not be rebuilt.

**EMINENT ARKHAMITES**

## A Continuing Series by E. Lapham Peabody

### Sermon Bishop, Wizard

In the mid-18th century, Sermon Bishop was rumored a witch and thought to be responsible for misfortunes suffered by farmers west of Arkham. Other, darker words were whispered of him, but never aloud.

Elihu Phillips, a neighbor, frequently argued with Bishop. When Phillips' daughter was born with a twisted leg, the farmers were sure Bishop was responsible. One night, as Bishop returned from a visit to Dunwich, Phillips and six other men captured him and bound him, and hung with a magical sigil round his head.

Bishop, they said, had used a terrible book to treat with a great demon, dealings that left the wizard's body bent and crippled. In compensation, Bishop could not die.

Rendered helpless by the sigil, the seven carried Bishop north to the Miskatonic, and there cemented him into the hollow of a stone bridge support while the bridge was under construction. They marked the stone support with the same sign which bound Bishop, hoping thereby to imprison the wizard forever.

Although the wizard's seven enemies were among those the sheriff questioned, no one was ever charged.

The wooden roof and walls of the bridge fell into disrepair in the later 19th century. In 1901 a powerful lightning bolt struck and burned both spans, and the bridge was never rebuilt. Only the foundations and the central support remain, a few miles west of town. The sign, as folks indicate, is chiselled into the stone of the central support, and can be seen today, keeping us all safe from this wizard!

My particular thanks to Mrs. Nina Williams Hope of Arkham, who supplied information important to my tale.

— Arkham *Advertiser*

*Condemned #4*

The chance to locate the two stories is one luck roll daily, or automatic discovery on day five. Together the two stories form Player Aid #4.

## The Ruined Bridge

The remains of the old bridge are found at the end of Bowen Road, running north from the Aylesbury Pike a little less than four miles west of Arkham. Bowen road is now an unused dirt track disappearing into a ragged forest of hardwoods and evergreens.

A little over a mile into the woods a faded "Danger—Road Ends Abruptly" sign is nailed to a tree, warning travelers of the hazard drop-off ahead. A light wooden barrier blocks the bridge approach.

If the driver or his front-seat passenger receive a successful Spot Hidden roll to perceive the sign, the driver slows down before suddenly facing the barricade and the river beyond. Failure to spot the sign requires the driver receive a successful Drive Automobile roll or else the car smashes through the barrier and plunges into the river.

If the car plunges over the edge, occupants need luck rolls of POW x5 or less to avoid 1D6 points damage. A successful DEX x5 roll is necessary to escape any sinking automobile which is closed (has a roof); aDEXroll may be received every round by a trapped investigator, but with that secondDEXrollheorshealsomustbegintoreceiveCON rolls to evaluate Drowning damage. A single Swim roll brings the investigator to shore. Keepers who want to revivify drowned investigators can arrange to have them swept downstream after losing consciousness, and hang up on the same sandbar as Bishop did.

The Miskatonic is narrow at this point, no more than 100 feet across and fast-moving. The remains of the bridge approach on this side juts out over the river nearly twelve feet above the water.

Little remains of the stone central pillar 50 feet away. A pair of binoculars or a telescope reveal dark scorch marks and traces of melted stone, indicative of a recent lightning strike. No sign or sigil can be seen—the stone has been blown away by the powerful bolt.

To swim to the center support requires a successful Swim roll. The latest lightning strike was within a few days ago. More interestingly, the investigator finds that portions of the stone and concrete mix within the pillar had molded to the shape of a human body, now missing.

A small mudbank flanks the pillar. There the investigator finds more encasing fragment, as well as portions of the stone slab which bore the magical binding symbol. Three fractions of the slab are missing, and must be dived for in 20 feet of water. In the strong current recovery requires a Swim roll and a Luck roll for each. The investigators get one try daily for each, for as many days as they wish to try.

Should all the missing pieces be found, the investigators can reassemble the Sign of Barzai and accurately copy it.

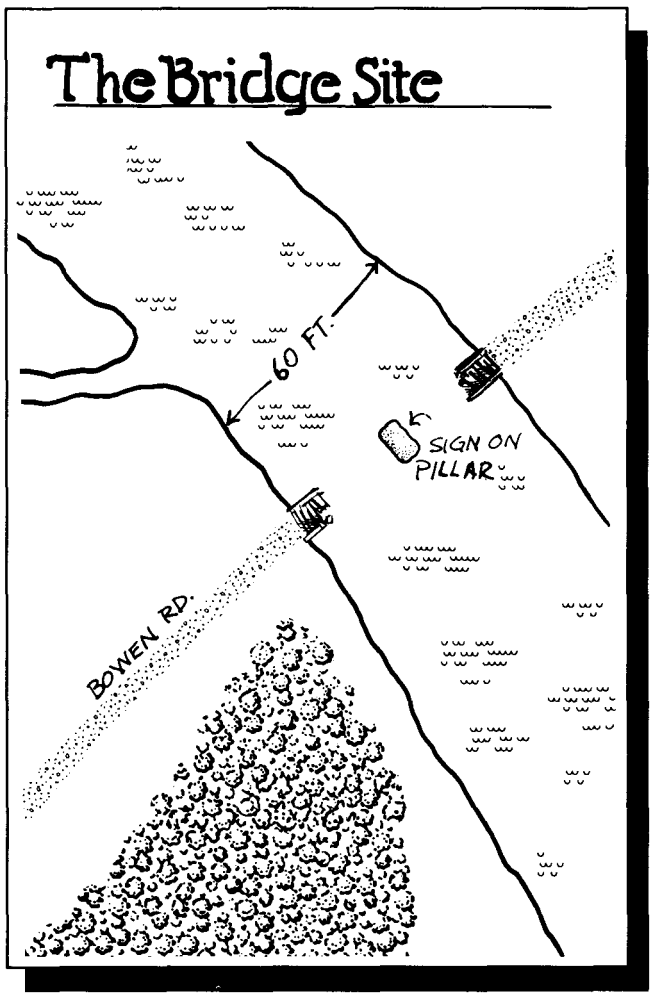
## Arkham Historical Society

The Society's headquarters are in a beautiful two-story Georgian mansion known as the Pingree-Baldwin House. The house was built in 1761 for Captain James Pingree, a successful ship-owner and trader. George Baldwin was a later boarder in the house, between the years 1806-1844, and an amateur historian and journalist. His diaries and papers now reside in the Society's archives. The house was willed to the Society in 1906 by one of the Society's own co-founders, Mrs. Ethel Pingree.

The Pingree-Baldwin House is open to the public M-F, 10 A.M.-5 P.M. There is no admission fee.

In Society records, among other clues, investigators may come upon a list of Bishop's persecutors. After the first murder, and with increasing likelihood, any idea roll brings up the possibility that the names of the people being murdered have relationship with Bishop's entombers.

Investigators may save time and effort by enlisting Society staff in their search. This can be done either by force of Credit Rating of 70%+—theirs or important patron or associate who is an Arkham native—getting automatic help, or in conjunction with the police, who have the power to request and to automatically get full staff cooperation. Otherwise, the investigators are pretty much on their own. The staff can offer suggestions, but have their own projects and cannot be Fast Talked, Oratoried, or Debated into headlong participation.




***The Hall:*** Stepping into the wide front hall, visitors meet the Society's receptionist, 41-year-old Janice Putnam, a ten-year employee of the Society and a member of the Daughters of the American Revolution. She is friendly and very happy to answer questions about the first-floor exhibits. If the investigators look nervous or suspicious, she keeps a close watch on the group and follows them about the house.

This hallway is decorated with numerous portraits of past Arkhamites.

***The Parlor:*** it's furnished, like the rest of the ground floor, with mid-18th century antiques, many of them original to the house and part of the bequest of the late Mrs. Pingree. Several portraits of eminent Pingrees grace these walls, as do framed land grants, title deeds, and period maps. A glass display case holds such things as Arkham's first iron pump handle and a 17th century girl's needlework sampler.

***The Common Room:*** this room displays souvenirs from Arkham's South Seas trade days including carved tusks, scrimshawed nautical scenes, ornate chess sets, and inlaid wooden boxes. The Society holds bi-weekly meetings here. Paintings of Arkham merchant ships and their captains are prominent.

***The Kitchen:*** it was heavily remodeled and modernized in the late 19th century and is currently not open to the public. It is used mainly to store folding chairs and as access to the basement.

***The Basement:*** here are stored many as-yet uncatalogued items, including the missing issues of the Arkham Bulletin and Miskatonic Valley Gleaner which exist nowhere else.

***The Dining Room:*** displays fine imported china, linens, and many pieces of locally-crafted pewter and silverware, some bearing the stamp of Paul Revere. A portrait of Ethel Pingree, along with a small plaque commemorating her and her generosity, can be found in this room.

***A Storage Room:*** closed to the public, it serves as an area for cataloguing items, repair and restoration, and for temporary storage. Files listing the Society's holdings are kept in wooden cabinets along one wall. The stairway to the attic is located in this room.

***The Attic:*** here are stored certain catalogued items, particularly fragile things such as china and glassware.

***Office of the Curator:*** *E.* Lapham Peabody, if anyone thinks to ask him, and he agrees to, Peabody can uncover by himself most or all of the clues within Society holdings. See the guide to Arkham for more information about Mr. Peabody.

If shown a picture of Henry Atwater, Peabody remembers him immediately from Tuesday morning. He describes the young man's rapt interest in the genealogies of certain local families and will also mention that the young man had an archaic Scots'-like accent, "Not heard hereabouts for two hundred years, I reckon." The student's clothing was rumpled and slightly soiled, but Peabody put that down to academic neglect.

Peabody helped the man locate materials, and the student seemed to eventually find all that he wanted; the curator has forgotten just what they were—genealogical records about a variety of Arkham families. If asked specifically, he confirms that the Williams family was one.

Peabody adds that young Atwater showed a surprising amount of knowledge about mid-18th century Arkham, and that he even pointed out two errors in the records. Peabody has not seen the man since.

If the investigators ask Mr. Peabody about Sermon Bishop, he refers them to his article on Bishop (player aid #4).

***The John Halden Library:*** this library contains over 1500 books pertaining to Arkham and the Miskatonic Valley area, as well as thousands of archived manuscripts, journals, maps, and other documents. The Society charges 50 cents per visit to all but bona fide scholars, who are not charged. Members receive free, unlimited use of the library. .

The librarian, scowling, 37 year old, dark-haired, bearded Lester Ropes, sits at a desk in the reading room, facing the door. He is always bent over the desk, hard at work doing something. It is Lester who collects the library fees and who will explain the rules to first-time visitors.

The reading room of the Library contains tables and chairs situated near the large windows, and a number of large, mahogany, glass-doored bookcases. These cases contain almost exclusively books concerned with Arkham and the Miskatonic Valley. These books are professionally published, mostly in Boston and New York.

A number of family histories and biographies were written and published by members of the various families involved. These private, no-commercial printings were usually small, rarely more than 150 copies, and were intended as heirlooms. Despite frequent inaccuracies and tedious attempts at humor, these books often contain data findable nowhere else.

Ignoring library cataloging methods, the holdings are divided into major topics.

***History:*** a thorough search of the large History section requires two days. A successful Library Use roll turns up Player Aid #5 in the book, *A History of the Arkham Township and Its Neighbors,* in four volumes, 1903.

***Biography:*** a thorough check of this section takes one day and yields nothing of interest.

***Genealogy:*** mostly hand-written pages by Mr. Peabody, who has been researching Arkham family trees for 40 years, filling folder after folder with information garnered from family Bibles, church records, cemeteries, and interviews. These folders can be of great use in tracking down the oldest living descendants of the marked seven, but it takes time to sort through the unassimilated data.

One day spent researching the genealogical files, coupled with a successful Library Use roll, yield the random name of one of Bishop's future victims. If Mr. Peabody aids in the search, an investigator can trace a descendant in about four hours with no Library Use roll required. Peabody also knows Retribution Phillips and can tell the investigators the location of his house on Sutton Road (even though the old man has no phone, the postmaster, police, etc., could also refer the investigators).

***Architecture & Furnishings:*** this section can be perused in about half-day, but nothing pertaining to the case at hand is be found.

***Folkcraft:*** a half-day spent here teaches an investigator about quilting, woodcarving, etc., but nothing about Sermon Bishop.

***Ships & Sailing:*** this section contains numerous books about New England sailing in general and Arkham in particular. Searching this section is worth a day's time but contains no clues.

***Indians:*** 'native American' is a term adopted much later. This small section contains much information about the tribes who inhabited the area. It takes a half-day to survey this section; nothing of interest will be found.

***Natural History:*** books here pertain to local geology and climate as well as to plants and animals. This section takes a half-day to check out and holds nothing of interest to the case.

### Arkham Historical Society Library Rules

1. Check all coats, bags, purses, and parcels upon entering the Library.
2. While visitors may remove books from the Reading Room shelves, visitors may not enter the Library archives. For retrieval, present the card file for the holding you desire to the librarian.
3. Never re-file books or other materials. Let us do that.
4. For the safety of rare publications, fountain pens may not be used in the library. Visitors may bring pencil only.*
5. The leaves of books from the Special Holdings list may not touched by visitors. Your librarian will gladly turn each page as you require.

** (However, Lester is proud to show off a book that contains marginal notes in ink made by Nathaniel Hawthorne.)*

### A History of the Arkham Township, excerpt

...Another such individual was the hunchback Sermon Bishop who, like earlier relatives, was accused of witchcraft. This man lived on the western outskirts of town, on Hill Street (then called Bad Water Road), and was thought a powerful wizard. Rumors of his activities gave rise to grave suspicions, and crop failures and dry cows were often blamed on him. Bishop disappeared one night while returning home from a visit to Dunwich and was never seen again. Rumors flew that the Devil had finally come and taken him away. The sheriff conducted what all agreed was a thorough investigation but no suspects were ever brought to trial. Though he likely was the victim of foul play, Bishop's body was never found.

*Condemned #5*

***New England Oddities:*** This small section takes a half-day to peruse. It contains books filled with stories about haunted houses, witchcraft, and other myths and legends pertaining to the Massachusetts north shore area. A search through this section reveals, with a successful Library Use roll, a short chapter in a book called *Strange Legends of New England,* by Wheeler Jenckes, 1916. This book can also be found on the shelves of the Miskatonic University library, but there it is coded under "Literary Works by Massachusetts Authors."

One story, "Miskatonic's Witch Bridge", draws the eye. The entry positively identifies the bridge as the one called Bishops' Bridge and is accompanied by a pair of photographs, one of which offers a full view of the bridge before it collapsed.

The article claims that in 1752 a local wizard was entombed in the central pillar of the bridge. The stone facing was then decorated with a magical sign supposedly keeping the wizard from returning from the dead. Before he died, the wizard placed a curse upon his persecutors and their descendants.

The second photo shows the center bridge support from the south side. The magical sign decorating the stone can just be seen. The photograph is taken from the riverbank, of course, and the reader requires the aid of a magnifying glass to make a good copy of the magic symbol.

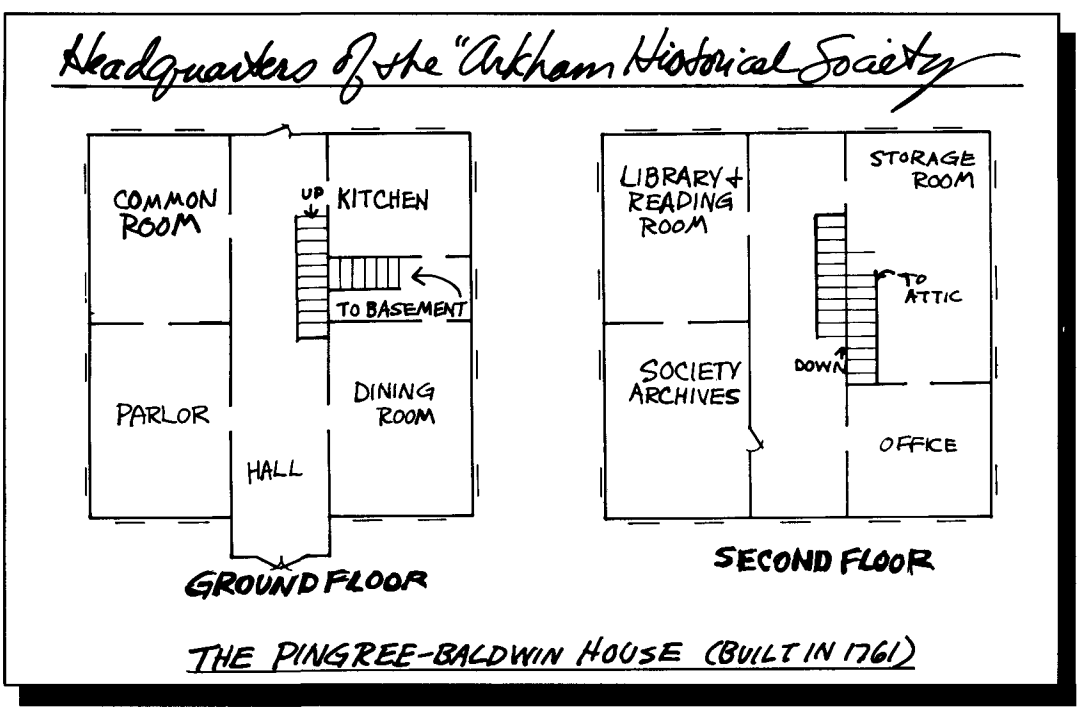
Because of the weakness of the photo image, a chance exists to make a small mistake when copying the sign. The mistake cannot be detected until someone attempts to use the sign against Bishop. Then the player whose investigator actually copied the sign from the book must make a Spot Hidden roll to see if his character's eyesight was sharp enough to catch all the details. If the roll fails, Bishop cackles at the useless, incorrectly made sign, and continues as he will.

A copy of *Thaumaturgical Prodigies* is available from the librarian upon request (see Player Aid #3).

***The Society Archives:*** this material is fully catalogued on file cards cabineted in the Reading Room. Prominent among the aging and valuable documents stored here are old church records, salvaged from closed and forgotten churches; drawings and paintings with no place to be hung, carefully wrapped and shelved in vertical racks; and old civil records (lawsuits, marriage licenses, deed transfers, etc.) and court proceedings, many of them dating from before the Revolution.

A large collection of custom records dates from when Arkham was a thriving port of entry, 1761 (still British customs) until 1808 when the port was officially closed as a port of entry by the United States federal government.

A number of rare books (all undated) and personal diaries and journals, also rest in the archives. Had the Society been in existence earlier, undoubtedly it would now hold all of Ethan William's diaries.



Finally, the Archives hold a sizable collection of maps dating back to 1694.

Impress upon the investigators that not only are the Archives large, but that the enthusiastic catalogers especially of the past decade have done their work well: little more than ten hours of work may bring to light three documents of great value to the investigators.

***Testimony Regarding the Disappearance of Sermon Bishop:*** the lengthy document is mostly useless, dealing as it does in times, places, and accusations. With a successful Library Use roll, however, investigators notice that seven men offer most of the testimony. Their names are Peter Ames, Jeremiah Crane, Jebel Noyes, Elihu Phillips, James Pierce, Allen White, and Ethan Williams.

***Location of Sermon Bishop's House:*** search of a plot map dated 1742 and badly stained, reveals with a successful Spot Hidden roll a small plot of land on Bad Water Road south of Church Street, inscribed with the name *S. Bishop.* All the Society staff knows that street is now called Hill Street.

***Location of Richard Russel's Property:*** Sermon's co-conspirator, as named in *Thaumaturgical Prodigies,* can also be found on this map, with a successful English roll to decipher the script.

If this second area is checked in person, however, the investigators find the block now filled with many houses of middle to late 18th century construction. Names of all the owners, past and present, of all the different houses in that general area must be checked against the land transfer records found in the Society's archives and (for later activity) the County records held in Salem.

Identifying the right house as Russel's takes 15 hours and, in tracing its multiple sales, inheritances, and seizures, three successful Library Use rolls.

## The Second Murder

The victim this time is Jeffrey Noyes, at 115 E. Curwen Street.

***Before the Murder:*** Bishop enters the house just after midnight through an unlatched window; he slays the sleeping 55-year-old bachelor with a Maggot spell.

*After* ***the Murder:*** a milkman spots what's left of the man as he strolls by the first-floor bedroom window. When the investigators arrive, the house is filled with thousands of flies. A few maggots still drop from the partially-devoured corpse; seeing it costs 1/1D4+1 SAN . This incidentally ends the milkman's interest in glancing through customer windows.

A scrap of paper on the night table has the numeral 2 scrawled upon it. The library, just off the formal parlor, has been ransacked.

No other clues exist, with the possible exception of Atwater-Bishop's fingerprints.

## The Third Murder

Benson Crane, 32-year-old descendant of Jeremiah Crane, is the victim. He lived at 132 E. High Street.

***Before the Murder:*** watching the victim through the window, Bishop sees him sit in an overstuffed chair about 9:30 P.M. While Crane's wife and baby are upstairs, Bishop casts his Death Spell at the man. His wife discovers the corpse about 45 minutes later.

***After the Murder:*** Crane's charred and blistered corpse still sits in the now-blackened, smokey chair. A large numeral *3* has been drawn on the carpet, with ash from Crane's body. Crane's few books are scattered across the parlor floor.

The wife is in St. Mary's, under sedation. Family cares for the baby.

That night a cab-driver, Mike McNeely, saw a young man skulking near the north end of Hill Street. If shown a picture of Henry Atwater, he says positively "That's him!"

## The Fourth Murder

The victim is 47-year-old Humphrey White, who lives in an apartment at 233 Parsonage. White's wife is out of town, attending to a sick aunt in Boston.

***Before the Murder:*** Bishop talks his way into White's apartment, asking questions concerning a non-existent person in the building. Assured of privacy, he casts his Worms spell on him.

***After the Murder:*** on the wall, drawn in crayon, is the numeral *4.*

When the corpse, dead by means of suffocation, is examined by the investigators, a large black roundworm, six inches in length, crawls out of the victim's mouth and squirms across the floor (1/1D3 SAN loss). It is easily killed, but the investigators may want to capture it for examination. A successful Zoology roll reveals that it resembles no known roundworm. A successful Biology roll, or a check with experts at Miskatonic identifies the worm as identical to a microorganism common to the digestive system of human beings, but enlarged several thousand times.

White apparently had no books. Several boxes have been pulled from a closet and emptied.

## The Fifth Murder

Alexander Pierce, a descendant of Captain James Pierce, is 62 and lives at 648 Federal Street.

***Before the Murder:*** a scholarly man and antiquarian, Pierce has a fine library. In a prominent position is a large book bound in green leather, with hinges and clasp carved (as a successful Biology roll shows) from human bone. It is written in Greek, on parchment, in a dark brown ink now much faded. This is the *Testament Of Carnamagos,* a Pierce family heirloom supposedly purchased by an ancestor in England. (Actually the book was stolen from Sermon Bishop. Ethan Williams gave it to James Pierce once Bishop had

been sealed away, Williams declaring that he could not abide such evil in his house.)

Bishop enters through the unlocked back door at about 2 A.M., binds and gags Pierce, then methodically dismembers his victim, striving with Mesmerize to keep the man alive as long as possible, that he suffers the more.

Intriguingly, Pierce family tradition warned against opening the 20 or so of the *Testament's* pages sealed together with wax.

The book contains the spells Create Sign of Barzai and Pact of Quachil Uttaus. Statistics for the Great Old One Quachil Uttaus make up the last entry in this scenario.

***After the Murder:*** bits and pieces of Pierce are scattered and hidden about the house, and all cannot immediately be found, though all eventually are. Investigators stumbling on the scene lose 1/1D4+1 SAN for viewing the carnage.

Pierce's long intestine has been draped artfully into a large numeral 5.

The large library is only partially ransacked—unless the investigators have foiled him, Bishop has at last found the book he's been looking for and it now resides in his underground lair.

## The Sixth Murder

Retribution Phillips, age 100 years, is the next victim. Grampa Phillips lives in a small 17th century house along Sutton Road off the Aylesbury Pike, where his forebears have dwelled for over 200 years.

***Before the Murder:*** if the investigators visit Retribution before Bishop does, they find the friendly old man at home. He knows most of the Sermon Bishop story including the names of the seven persecutors, and who kept the book after the deed was done. He descends from Elihu Phillips, and is the great-grandson of Reverend Ward Phillips, author of *Thaumaturgical Prodigies.* A moldering copy of that book acts as a door-stop for Grampa's bedroom door.

Grampa Phillips has a severe hearing impairment, giving him a 50% chance of not hearing or of mis-hearing queries and statements.

One quiet night, Bishop mesmerizes Retribution and then skins him alive, the shock of which kills the man over an agonizing half-hour.

***After the Murder:*** seeing Retribution's remains cost 1/1D6 SAN , even for doctors. A large number *6* is carved into the outside of the nail studded-wood front door. If the investigators do not come, no one discovers the body for a week.

## The Seventh Murder

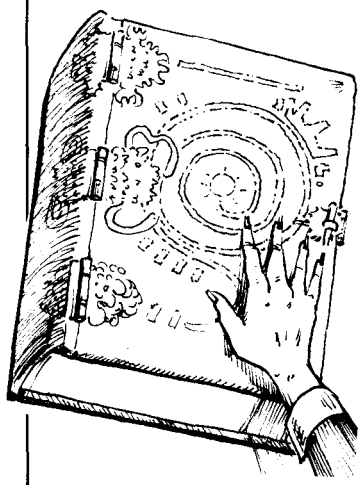
Bishop's final victim, 44-year-old house-painter and handyman Enod Ames, lives in a small house at 406 W. Miskatonic.

***Before the Murder:*** Bishop silently breaks into the cellar and releases and ignites nearly 20 gallons of gasoline which Ames unwisely keeps there. The ensuing blast singes Bishop, who is unaware of the explosive power of gasoline vapor, and sends him reeling down the street.

***After the Murder:*** as the house explodes and burns, Bishop's numeral *7* can be seen painted on the sidewalk in front of the house. Several neighboring houses are damaged and several people injured.

### Testament Of Carnamagos

As related by Clark Ashton Smith, the original manuscript of Carnamagos was discovered over a thousand years ago in an ancient Graeco-Bactrian tomb. Two copies in Greek, were said to have been transcribed by an apostate monk using the blood of an incubus-spawned monstrosity. The original has not been seen since that time and the other known copy is thought destroyed by the Inquisition.



*The Testament of Carnamagos*

This version has suffered water damage but is still legible.

Reading it require a successful Read Greek roll and 16 hours time (Cthulhu Mythos +9%, x2 spell multiplier or as the keeper wishes, -1D10 SAN.

Reading the *Testament,* whether or not successfully, causes the character to age ten years and to permanently lose 1 CON. The room in which the book is read also ages ten years, furniture and other articles reflecting the change—accumulating dirt and spider webs, cloth and photos fading, flowers shrivelling, etc.

The unsuccessful reader learns in general that a binding sign can be constructed, and that the being known as "The Treader of the Dust" exists. The Treader can be called using something called the "Forbidden Words" and can somehow destroy someone like Bishop.

If no investigator can read Greek, the book can be taken to a translator. Scholars should take care not to remove the wax from the sealed pages or read aloud the Forbidden Word. Should one do so, the translator becomes only a pile of dust in front of the book. The room, and any notes made toward the translation, will appear to be at least ten years old.

# Closing In

## The Sermon Bishop House

Standing much as it was built, the Bishop house is hidden from street view by another house, built around 1800. Investigators must look behind this house to find the Bishop place, located another 20 feet back and obscured by over-

grown trees and scrub. Again, the address is off Hill Street, near Church.

Abandoned for decades, the gable roof sags under accumulated layers of leaves and moss; the small, diamond-paned windows are mostly broken, and the front door sags limply.

After his escape, Bishop came here, and was relieved to find this house empty. Evidence of his new occupation is everywhere: opened cans of food, old newspapers, and a single escaped .38 revolver cartridge attest to someone's presence.

Bishop is not be present when the investigators enter the house the first time, but is in the underground chambers below, remaining there for several hours. A wood panel next to the fireplace is a secret door, opened by pulling on a small iron ring set high within the fireplace.

## Two New Mythos Spells

### Create Sign of Barzai

Creates a emblem whose touch or attachment to renders inactive any human being of POW 21 or less. The target can think, perceive, and breathe normally, but cannot initiate movement or cast spells. The spell costs 2 POW and 1D4 SAN per creation to cast. The Sign Of Barzai can be learned in eight hours, on a roll of INT x5 or less.

The page in the *Testament* containing the diagram of the intricate sign is badly damaged and incomplete. To create a useful Sign, investigators must copy the symbol from *Strange Legends of New England* (found in the Arkham Historical Society library), or dive at Bishop's Bridge for the five fragments of the lightning-shattered sign.

### Pact of Quachil Uttaus

This spell protects the signatory from all forms of death.

To never die, the caster must contact Quachil Uttaus and bind the Great Old One to a pact. The spell costs the caster 1D50 magic points, 3 POW, and 3 CON, and as his sign Quachil Uttaus usually deforms the contractor's spine.

Once the pact is completed, the contractor neither ages naturally nor can be killed by any force physical nor most magical forces.

The pages that contain the Forbidden Words *exklopios Quachil Uttaus* are sealed together with wax, Sermon Bishop's precaution. This wax must be removed in order for anyone to read the dozen-plus sealed pages.

If the words are uttered in the presence of Sermon Bishop or any contractor, Quachil Uttaus appears and takes that person known to him. If contacted with no contractor present, the Great Old One takes whoever has uttered the words. In both cases he leaves only a pile of ash.

To utter the Forbidden Words costs 10 magic points and 1D6 SAN, and the resulting appearance of Quachil Uttaus costs 1D6/1D20 SAN.

Tugging on the ring causes the door to pop open with a soft click, giving entrance to a narrow circular stairway made of brick and stone (see "Underground", below).

If the investigators stake the house out, they wait 1D4 hours before anything happens. Then they notice someone or something moving around on the first floor of the house—Bishop, although the investigators may wonder how he got into the house while they were watching it so carefully (he, of course, came up from underground through the secret doorway, though it may take an idea roll for dull investigators to perceive the point).

If the investigators rush the house, Bishop ducks underground, closing the secret door behind him. Any investigator receiving a DEX x3 or less roll gets to the house quickly enough to see the door close, though he or she does not see how to open the door. Now, however, an axe will do the job in 1D6+6 combat rounds.

Bishop races down the stairs and into the tunnel below. There he sets an ancient deadfall trap which may catch the two front investigators in the party when they enter the tunnel: if the lead investigator fails a luck roll, he or she takes 1D10+6 points damage from the pre-planned cave-in, and the following investigator takes 1D6+3 points damage. The cave-in takes 40 man-hours to clear.

If the investigators bring light into the circular stairs, they notice an ancient letter (player aid #6) crumpled into the back edge of a step. Reading the hasty scrawl requires a successful English roll.

## The Old Russel House

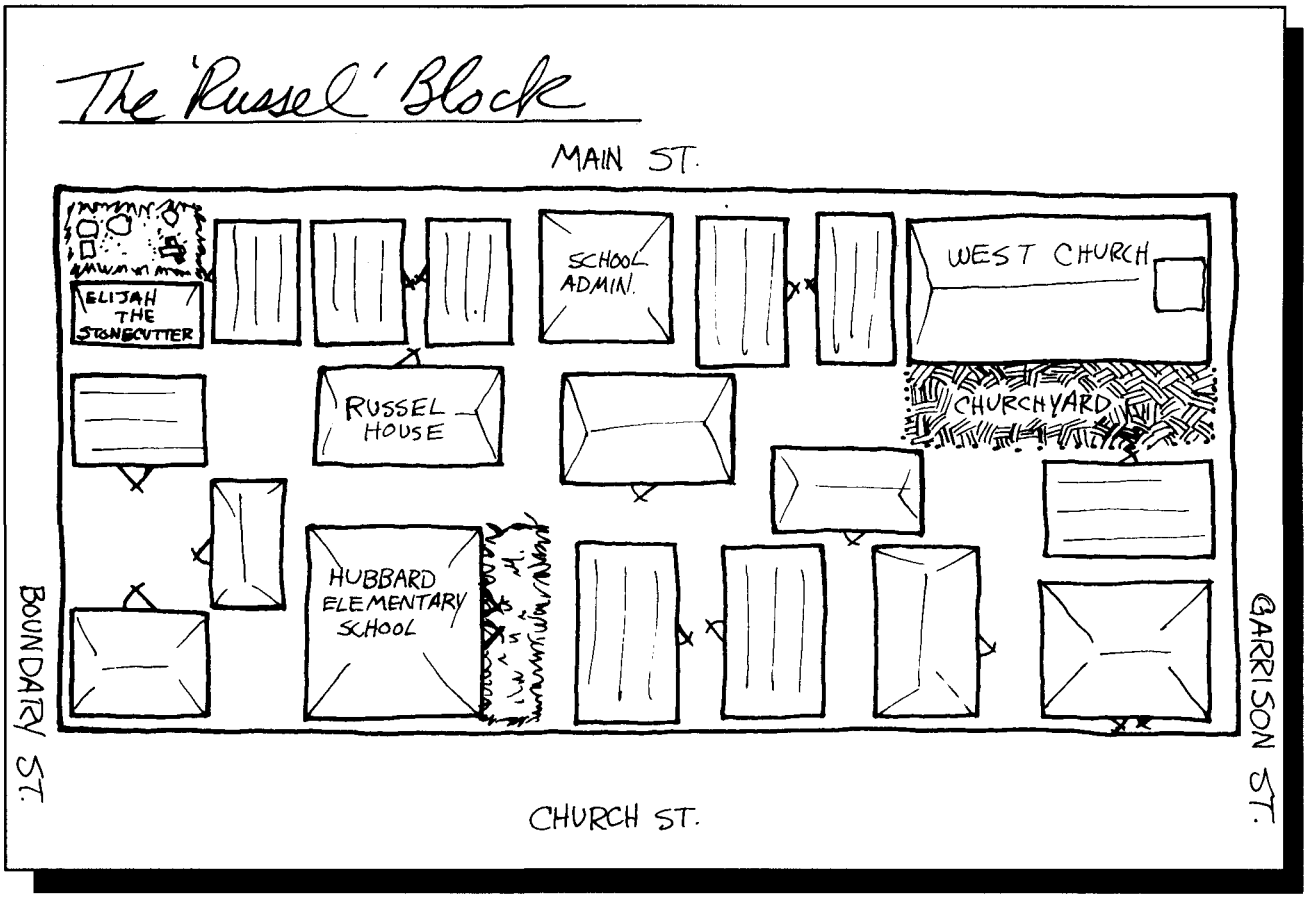
This old house stands on the south side of the 600 block of W. Main Street, clustered among similar gambrel-roofed Georgian houses. The structure is the home of Mr. Richard Merton, age 48. Merton and his wife are the sole residents, unlikely to let strangers wander their home without good reason.

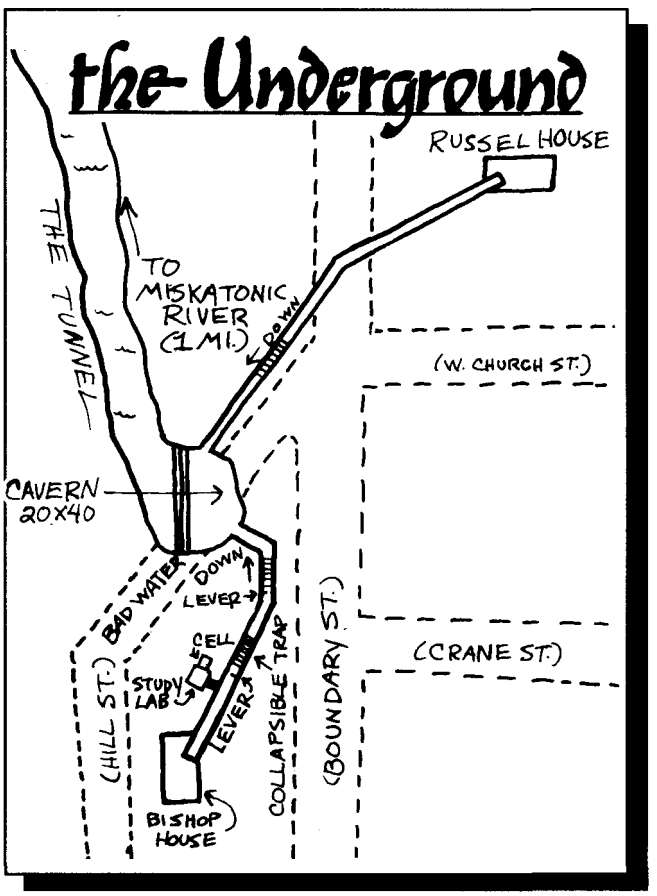
There is nothing of interest in the house save another entrance to Bishop's tunnel, an entrance made similarly with an iron ring high up the draft of the fireplace. The Mertons, who have lived here for 20 years, have no idea that the secret door exists.

If the investigators visit this house the day or later after Bishop collapses the tunnel, they find the Mertons murdered and their decaying corpses stashed in an upstairs bedroom. Bishop killed them in order to use this house as an entrance to his underground lair.

## Underground

From whichever end the investigators enter Bishop's retreat, they do so by means of an identical unlit, pitch-black, circular brick stairway. Cold, damp air wafts up, stagnant but breathable. The stairs make four complete revolutions




before reaching bottom, about 40 feet down. After the third complete revolution, faint light is seen coming from below.

The tunnel is of construction similar to the staircase—red and orange brick with a vaulted ceiling seven feet high at the center. The tunnels are narrow, no more than four feet wide, lit *by* small copper sconces which burn dimly but unceasingly, without fuel.

***The Study:*** this chamber, made of brick, stone, and heavy timbers, is 22x25 feet and served as Bishop's and Russel's study and laboratory. Crumbling wooden furniture includes a large table and several chairs. Wooden bookshelves, now empty, line one wall. A barred archway leads to a small chamber where the wizards kept experiments. A large book bound in green leather with bones hinges and clasps may rest on the table. It is the *Testament Of Carnamagos.* A note (player aid #7) on foolscap has fallen onto the floor beneath the table. The note requires a successful English roll and several minutes to understand.

An investigator who has read or who can get access to the *Pnakotic Manuscripts* knows that the resident is therein identified as a shoggoth.

***Small Chamber:*** this small room he'd the wizards' current experiments involving the resurrection of the dead. The barred door is securely locked; the key to it long lost. The eight-foot-square chamber has a low ceiling and is so dark that it's end cannot be seen without more illumination.

*The current experiment.*

### The Crumpled Letter

*Klausenburg, Trans.*

*September 14*

To the Keen-witted Ser. B., my Greetings & c.,

Since yr. Failures multiply in calling Back that which you mention, may perhaps the saltes are imperfect, like a multitude be, or the calling was made wrong but I pass no comfort to you, for in the recalling of men from their essences my victories are sore limited, though the gains of that few be great.

The Treader of the Dust askes payment dearer than gold, and there be other Pracktices to forestall Death. Hold not inconsiderate the enmitie Binding him to you, and his memory is beyond this World by other writings no longer to hand this inst., and whereof also Alliance fails just when declared and acted upon with vigor.

To yr. desire in yrs. of March 18, the Pnakotic Manuscript alas through carronades of exclamation does hint toward and subtly render Beings much Resembling the one you sum. If the things be brothers, yours antedates even the mountains and the seas of this world. Leave it sleeping, unless you desire Rankorous Turn-Dizzy amongst your neighbors.

Please, if obtaining the results you hope for, contact SS. in Salem and J. Cur. in Providence and tell them.

H.

*Condemned #6*

Inside, still horribly alive, is Bishop's and Russel's last experiment. Attempting to resurrect the body of a man from his essential salts, the two used an incorrect version of the spell and, in further miscalculation, mingled two salts. The monstrosity brought forth had no intelligence and, though it could die, regenerated its tissue while living.

The primary form resembles a normal man, but a second human form grows out of the first's shoulders and up from its back. The larger thing could do little but stumble and grope mindlessly, moaning softly, while the smaller, less-complete body sprouting from its back wailed piteously.

Russel's musket ball pierced the skull of the larger monster, and it fell to the floor as though dead.

However, the bullet only paralyzed the main body. The smaller body still lives. Unable to move about, it has occupied itself for the last 175 years with eating the slowly regenerating flesh of its brother-thing.

If an investigator looks into the cell he sees the horribly ugly smaller head just as it tears loose a piece of meat from the shoulder to which it is attached. Although seemingly blind, the living head notices the new light and, dropping the raw piece of meat from its mouth, begins to wail hideously. Price to witness this is 1/1D8+1 SAN .

The monstrosity totals 14 HP and, once dead, ceases to regenerate. Killing it brings 1D4 SAN as a mercy reward.

***The Trap:*** this 20-foot stretch was built with a collapsible ceiling controlled by either of two levers set into slots in the wall at either end of the collapsing ceiling. Built specifically to foil pursuit, the first investigator caught in the area when Bishop pulls the lever suffers 1D10+6 points of damage from the collapsing brick ceiling. The investigator right behind him suffers 1D6+3 points damage. Investigators can evade damage if the leading investigator receives a successful luck roll—then the centuries'-old rope tripping the trap was long ago gnawed through by rats. Excavation of the passage requires 40 man-hours of work.

***The Levers:*** the two iron levers, semi-concealed in vertical slots in the wall, can be pulled down, collapsing the ceiling in the marked area.

***The Cavern:*** this large, natural limestone cavern is approximately 30x60 feet and was used by the two men in performing summonings and in smuggling certain items to their underground laboratory.

Remains of magical circles painted on the floor can still be seen. The cavern itself is smooth-walled and lacks stalactites and stalagmites. Dark water laps at the far end of the area, where broad stairs built of crumbling bricks lead down to the water's edge.

In examining the magical circles, the investigators kick or otherwise notice a dozen spent cartridges for a .38 revolver. Here Bishop fired his gun enough times to be certain of its operation.

## The Tunnel

This flooded natural cave winds beneath the town for a mile before finally meeting the Miskatonic River near Parson's Point. It can be negotiated by small boat or by swimming, requiring three successful Swim rolls to pass from end to end. The Miskatonic end is blocked by a cave-in engineered long ago by Russel. Since that time, current has cut a narrow, twisting passage through which is large enough to swim through if the investigator gains two successful Swim rolls; if either roll fails, the investigator must retreat for a later try.

The cave is the home of the Resident to which Russel's letter refers. Each swimmer or boat has a 10% chance to rouse the Resident's appetite.

***The Resident:*** a dreaming shoggoth, one of a number specially trained in ages past to respond to certain telepathic calls after the species began to show signs of rebellion. Though this shoggoth sleeps, perhaps for millennia or eons more, it detects and responds to food and potential food. The shoggoth that sleeps in the depths of the tunnel awakens with the telepathic command *Tstllee—ee.* The Resident, once roused, proves as intractable as any other shoggoth and may devour the one who has called it. Find its statistics at the end of this adventure.

### A Note On Foolscap

Ser. Bishop,

I fear your absensce for manie days proves death at the hands of Phillips and his connivers. How they have defeated the Treader tokens a conundrum I dare not guess, but their Powers must be great, and so I flee.

If you have been Delayed, and not Slain, my lettres to S.O. in Salem and J.C. of Providence notify my destination, so let not our correspondents fail to acquaint you of me, for they have their owne Reasons to speak riddles.

Bookes and papers of Value I take; lesser essays to our central Purpose have been carried to the river and given over to the Resident. The current Resurrection, still lyving in most parte, I kill't today with a horse pistol as too heavy to cart. I have also collaps'd the entrance at Parson's Point.

I trust to continue our partnership into Truths Ultimate, beyond night and day as we have bespoken..

Russel

*Condemned #7*

## Parson's Point

Reach Parson's Point by taking River Street northwest from Arkham. Blair Road, off the Aylesbury Pike, also leads there. Parson's Point is a favorite picnic area with a fine prospect of the river and the gentle hills beyond. Holidays often find a hundred citizens here, enjoying the fresh air and sunshine, and frolicking in the river.

Whoever visits Parson's Point specifically looking for the tunnel entrance locates, though only with a successful Geology or Camouflage roll, its position, 200 yards downriver from the Point. Though the entrance is mostly blocked, two successful Swim rolls locate and pass through a narrow entrance deep underwater.

Excavation of the entrance above water is a considerable project, 1D100+25 hours to clear.

## Cornering Bishop

Although the investigators might kill or subdue Bishop in the streets, the tunnel is the likely site for the showdown. Bishop always retreats to this lair.

Cornered, Bishop may shoot at the investigators, but he is a bad shot. He has fired enough times underground that he is comfortable with the weapon, though. Not counting bullets he may have fired in defense or anger in other parts of this scenario, he currently carries 87 rounds—12 fired in practice and one left behind on the floor of his old house.

Spell-casting is his best tactic. One successful Shrivelling, for instance, gives any group of investigators pause. If the police are involved, though, Bishop may be quickly overwhelmed by numbers. If Bishop hasn't been able to regain the *Testament of Carnamagos* and hence his immortality, he'll find it downright distracting to be shot. Investigators bearing the Sign of Barzai may seek to Grapple with Bishop, hoping in some way to restore Atwater's body to its rightful owner.

If Bishop has possessed the *Testament* for more than 72 hours, he has been able to renew his immortality, and is no longer bothered by bullets, shoggoths, and the like, though he finds their existence inconvenient now and then.

If Bishop becomes desperate, he may call upon the Resident telepathically, with the command *Tstllee—ee.* The shoggoth responds in 1D6 rounds, rising up from the still waters in a churning froth of bubbling protoplasm. Momentarily towering high above the wharf, it then crashes down upon the nearest human, attempting to wipe out everyone in the tunnels.

Allow Dodge rolls to escape. Bishop, if alive, attempts to shoot the investigators while trying to escape himself. The shoggoth pursues fleeing investigators to either set of stairs before returning to its place of dreams beneath the water.

Once immortal again, Bishop can be destroyed only by uttering the Forbidden Words written in the *Testament Of Carnamagos.* Bishop is then instantly transfixed by the shaft of gray light that precedes Quachil Uttaus' coming. Done quickly, Bishop has no time to focus upon and project the command that activates the Resident. Investigators who approach with book and Forbidden Words at the ready are likely to beat Bishop to the punch. If Bishop manages to call

### Another Trap: Optional

Keepers whose investigators have been acting with unseemly haste and boastful incaution may wish to darken the scene with the following trap, left by Bishop to illustrate his power.

Hanging from the draft handle within the huge stone fireplace is a plain silver metal amulet on a chain. The amulet is set with a single round red stone.

Whoever touches the amulet is immediately jolted, as though by an electric shock. Knocked to the floor, he or she suffers 1D6 damage and loses 1D4 points SAN. The investigator feels weakened and the hand and arm which touched the amulet stiffens and numbs. Reduce his or her POW by 1D6; the investigator automatically fails every luck roll until the keeper grants a reprieve at some time in the future.

Once touched, the stone in the amulet turns to ash and crumbles away, leaving the item safe to touch, an ordinary silver trinket.

**Further Horrors**

At keeper's option, the investigator continues to lose POW, one point daily, until death.

After a few days, the victim wakens pale and drawn, and his or her skin begins to gray. By the sixth day the character's skin flakes off, ash-like, and by the eighth day small appendages such as fingers can snap off accidentally. Reaching POW 2, the investigator can no longer move, and on the evening of the last day finally crumbles away, leaving only a pile of vaporous ash.

the Resident and then Quachil Uttaus appears, that Great Old One vaporizes the shoggoth with a wave of his wizened hand.

At the keeper's option, Quachil Uttaus may take the copy of the *Testament* with him when he slowly disappears, forestalling further trouble with immortal wizards.

## Conclusion

For destroying Bishop, award each investigator 1D20 SAN , and your sincere congratulations.

For Binding him and sealing him away again somewhere, award 1D10 Sanity points to each investigator.

If the investigators make a deal with Bishop which returns Atwater into his proper body, award each investigator an additional 1D3 SAN.

If the investigators have cooperated honestly and assiduously with the police, and their actions have been brave and meritorious, award each investigator 1D4 Credit Rating points. If they manage to bring Bishop to justice in his own body, increase the Credit Rating award to 1D6 each.

*Bishop Posessed by Atwater*

If Bishop is sentenced to death and does not die, and if the investigators then utter the Forbidden Words which claim him, allow no further Credit Rating increase, but have Chief Nichols promise them that as long as he's chief, the cooperation of the Arkham police with them is assured.

If the shoggoth was not called, yet investigators are foolish enough to rouse it in its lair, they succeed only in driving the monster into the Miskatonic, where it creates havoc ('tidal surge'? 'tornado'?), devours a few luckless bystanders, and disappears into the Atlantic Ocean. Since this disaster was due to their meddling, charge each investigator 1D6+1 SAN .

# Statistics

### Henry Atwater (in Bishop's Body)

STR 11* CON 9* SIZ 11* INT 17 POW 15
DEX 11 APP 8 EDU 15 SAN 35 HP 10"

** now fixed onto Bishop's body by Quachil Uttaus, these numbers never decrease unless the Great Old One desires.*

*** never falls below 1; restores normally to 10 maximum.*

**Damage Bonus** +0

**Weapons:** none

**Skills:** Bargain 20%, Botany 35%, Chemistry 10%, Climb 45%, Credit Rating 25%, Debate 20%, Dodge 30%, Drive Automobile 25%, Fast Talk 10%, First Aid 35%, History 25%, Jump 35%, Latin 15%, Library Use 40%, Pharmacy 15%, Photography 20%, Psychology 25%, Spot Hidden 35%, Treat Poison 10%, Zoology 10%

**Note:** though Atwater remains physically immortal in this condition, he is vulnerable to magic spells which attack INT , POW , DEX , or SAN . Should Atwater die from a magical attack, Bishop's physical body continues to exist.

### The Resident Shoggoth

STR 78 CON 50 SIZ 98 INT 8 POW 12
DEX 4 HP 74 Move 10

**Damage Bonus** +10D6

**Weapon:** Crush 80%*, damage 9D6

** while asleep; awake it has a 100% chance.*

**Armor:** fire and electrical weapons do half damage; all physical weapons do 1 point of damage. Shoggoths regenerate at the rate of 2HP per round.

## Two New Spells (and an old one)

### Worms

Causes thousands of black, wriggling roundworms, each about six inches long, to generate within the victim's digestive system and pour out all orifices, incidentally suffocating the target to death. This spell costs 6 magic points to cast. The generation of worms lasts as long as the victim lives. Use the CON roll system of the Drowning rules to determine length of life. Disgusting to watch and impossible to stop, witnesses lose 1D6 SAN each.

Successfully casting the spell requires a POW vs. POW struggle if the victim is conscious and resisting.

### Maggots

Causes tens of thousands of common housefly eggs to form on the victim's skin. The spell costs 8 magic points and lasts for exactly 15 minutes. It can be used only against a sleeping, hypnotized, or otherwise unresisting target.

As the eggs quickly hatch, the fast-growing larvae consume the victim's skin and outer flesh, rendering the target unconscious from shock and blood loss which quickly leads to death. Prompt and successful First Aid and simple tactics such as emersion in water or kerosene have a good chance of saving the target. Unfortunately, being coated with reappearing maggots costs the victim 12 SAN, often enough to leave a target insane and unable to defend against such an attack.

By the end of an hour, the maggots have turned into large bloated flies, leaving behind a lump humanoid only on close inspection.

### 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. 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 next round after this, the victim's clothing begins to smolder and the victim takes another 1D4 damage. On the third round, the victim bursts into flames, receiving 1D10 damage this round and every round thereafter. It is impossible to extinguish this fire until the target dies, since the unfortunate is burning spontaneously from the inside out.

SAN:1D6/1D20.

## Sermon Bishop

Bishop has been insane for nearly 200 years. He is dedicated to vengeance against the descendants of those who entombed him. He even has fantasized disinterring the essential salts of every man who entombed him, and of resurrecting and torturing them over the many centuries to come. Apart from vengeance, Bishop wants to return to his hyperdimensional researches and to reestablish contact with fellow wizards whom he assumes have also survived the long interval.

He craves the *Testament Of Carnamagos,* which can grant him new immortality, and which also contains the words which threaten to extinguish him permanently.

As he terrorizes Arkham, Bishop avoids direct confrontations, preferring sneak attacks and devious tricks. While in Atwater's body, he is fully mortal.

Bishop, in Henry Atwater's body, is a young, vigorous scholar. A successful Psychology roll may, at the keeper's option, detect madness glinting in his eyes.

As the scenario progresses, the influence of Bishop's pact with Quachil Uttaus manifests itself: over a period of days, Bishop's new spine twists and bends until he is a younger version of the man he was.

His physical statistics reflect Henry Atwater's mortal physique; hisPOWreflects the protection of Quachil Uttaus.

### Sermon Bishop (in Atwater's body)

STR 13 CON 14 SIZ 12 INT 19 POW 20*
DEX 13 APP 8 EDU 16 SAN 0 HP 13
** now fixed by Quachil Uttaus, this number never decreases unless the Great Old One desires.*

**Damage Bonus** +0

**Weapons:** Dirk 35%, damage 1D4+2

.38 Revolver 21%, damage 1D10

**Spells:** Death Spell, Dread Curse of Azathoth, Maggots, Mesmerize, Mind Transfer, Pact of Quachil Uttaus, Shrivelling, Summon/Bind Hunting Horror, and Worms.

**Magic Item:** death's head silver ring on right middle finger accumulates 1 MP daily as subtracted from the wearer's total, to his or her maximum of POW , then returns into wearer again to maximum of POW when a word known only to Bishop is spoken aloud.

Keepers are strongly urged never to let the knowledge of the item pass to investigators; the keying word has never been written down.

**Skills:** Cthulhu Mythos 41%; Dodge 55%; Greek 80%; Hide 60%; Latin 90%; Occult 62%; Sneak 30%; Spot Hidden 55%; Swim 35%.

**Note:** though Bishop's POW is fully-defended, until he renews his immortality he is vulnerable in all other respects. If killed in mortal state, the soft light of his protected POW collects over his body, then gradually dims and dissipates. As events unfold in Arkham over the next months or years, Bishop's death and lingering POW might be a good way to add a new Wraith to the local landmarks.

## Quachil Uttaus

Quachil Uttaus, The Treader of the Dust, is unmentioned in Mythos tomes save the exceedingly rare *Testament Of Carnamagos.* Quachil Uttaus is interested in, attuned to, or possibly connected with time, death, and decay. He is not known to be worshiped by any cult.

Quachil Uttaus appears as an aged, desiccated mummy standing four and a half feet tall. His head is shrivelled and hairless, barely supported by a thin, skeletal neck. Pipe-like arms supporting bony, clawed hands are frozen in a reaching, grasping position. Quachil Uttaus's two legs are drawn tightly together and are as immobile as its arms.

When The Treader of the Dust is called, a shaft of gray light appears from above focused on Quachil Uttaus' intended victim, be it a new contractor or the death-cheater Quachil Uttaus will destroy. There is no escape from this light. Quachil Uttaus then swiftly, silently descends on the shaft of light, reaching toward his victim. At Quachil Uttaus's approach, objects near him rapidly age, perhaps crumbling away as he passes.

Unless summoned to grant immortality, Quachil Uttaus' touch causes near-instant aging and death, leaving a pile of dust for a corpse. Quachil Uttaus then leaves the same way he came, often leaving small footprints from his two paralyzed feet in the remains of a victim.

### Quachil Uttaus, Great Old One

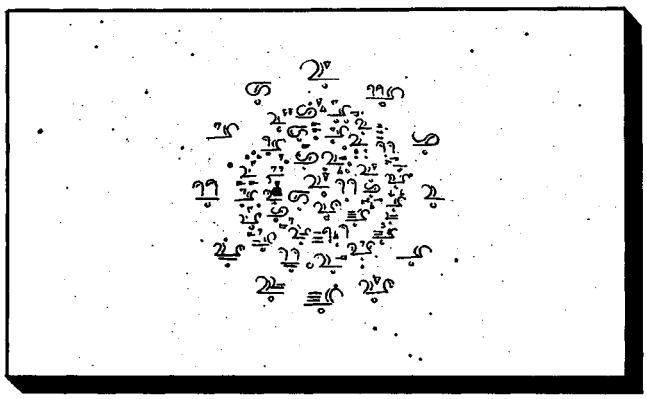
STR 12 CON 20 SIZ 6 INT 19 POW 35
DEX 3 HP 13 Move: special
**Damage Bonus** +0

**Weapon:** Touch, automatic success, damage is instantaneous death.

**Armor:** immune to all known magical attacks; upon attack weapons instantly age to dust and dissolution.

**Spells:** as the keeper wishes, including any which have to do with life, death, time, and aging.

**SAN :** seeing Quachil Uttaus costs 1D6/1D20 SAN.



*The Sign of Barzai.*

# Dead Of Night

*With apologies to Brian Lumley and David Drake, curious and tragic finds are made at the Checkley mansion, leading the investigators to trace the skeins of a long-hidden wrong.*

This scenario is designed for three to four investigators of moderate experience. Sharp eyes are of more use than good weapons skills; cogitating upon the evidence will be the most useful.

Playing times vary, but most keepers should not expect "Dead Of Night" to afford more than two limited evenings of play, and may well be finished in one.

## Keeper Information

Newspapers tell of the discovery of a human skeleton, bricked up in a basement wall of a partially demolished mansion. The investigators are hired by a local law firm of the keeper's choice, acting on behalf of a distant (unnamed) Checkley heir.

Eventually the investigators should identify the skeleton as belonging to an aged voodoo priestess and pin the murder on the deceased Jason Checkley. In the process, they may uncover the existence of the horrible undead cannibal children whom Checkley kept concealed in the mansion's basement.

A mysterious black man, a Dr. Marquis from New Orleans, hovers around the scene. His ultimate aim is to recover jewelry now in the possession of the police.

The Checkley mansion is located at 633 Noyes in Easttown.

***The background to the tale:*** in 1905, Jason Checkley lost his three children in the span of four short days when the terrible cholera epidemic struck Arkham. Already a widower, he was the last to carry the once-influential family name. The loss of his offspring left him devastated.

In desperation he contacted Marsella, an aged housekeeper of a friend, who could work magic. Marsella, originally from Haiti, promised that, for a fee, she could bring his children back from the dead.

Paying the money, Checkley borrowed the domestic from his friend and, after dismissing his own staff, had Marsella perform the terrible rites.

As promised, the children again lived—Rosemary, 15 and already womanly; Adam, a robust boy nearly 13; and blonde Jessica, 9. But the shambling, vacant-eyed things which Marsella evoked were only the forms of his children. The things were speechless, though cunning, and hungering with huge appetites.

Fleeing the small basement room where the rites had been performed, Checkley locked in the children-things and then, enraged, turned on the voodoo priestess and strangled her.

Panicked and horrified, he nonetheless acted quickly. He called his friend, Willard Crossman, Marsella's employer, and lied that, in a rage, he had killed the old woman after catching her looting his dead wife's jewelry box. Crossman had already come to distrust the old woman (his other servants whispered against her) and advised the distraught Checkley against calling the police. If her body was disposed of, no one would be the wiser.

The two of them spread the story that Marsella, having been caught stealing, had fled and had not been seen again. Neither man mentioned the murder again.

The next day Checkley placed the woman's body and her hideous magic items in a basement alcove, and bricked up the opening. He terminated his few remaining servants and began a lifelong quest to cure his children of their terrible condition.

Until his death a week ago, Jason Checkley searched fruitlessly every avenue of the occult and for a short time even operated a "psychic study and research center" sponsored by a generous sympathizer. He fed and cared for the mindless things kept hidden away in the basement, concealing the doorway to their room with a removable wooden panel.

At his death, he was near impoverishment and had already sold the family estate to the Beckworth Development Co. Almost before his body was cool, the company moved in and, despite a tentative offer to purchase the manor by the Arkham Historical Society, its furnishings were auctioned off and its demolition begun. The wrecking crews were at work within days of his death.

Before the secret room could be found, however, the children-things, starved and maddened, clawed through the rotten brick of the basement wall and tunneled their way to

freedom. Wandering in different directions, each managed to find a separate dark, silent lair. Existing on garbage and small animals, each now craves richer fare.

## Investigator Information

The investigators already know of the skeleton's discovery; relevant data is adequately summarized in the nearby *Advertiser* article. Within a day or two, a local attorney of the keeper's choice contacts the investigators, on behalf of a distant, unnamed Checkley heir who fantasizes that a hidden fortune or other treasure may exist. The keeper's choice of reputable or sleazy attorney merely reveals how quickly or how likely the investigators are to gain the offered fee of $50 per day, for the group.

All Arkhamites recognize the Checkleys as once among the local aristocracy, and know that Jason was the last of the line. A successful know roll or casual conversation establishes that he was an eccentric man, a student of the occult, whose personal life concluded with the tragic loss of wife and children.

A second successful know roll identifies Crossman as a local financier of considerable means, now retired.

Information on both men can be found in back issues of the local newspapers, starting with Checkley's obituary last week.

## Getting Started

The investigators have been assigned to find out if personal property of Jason Checkley still exists in the rubble of Checkley Manor and, if it does, to learn whether or not it has cash value.

Willard Crossman, as executor, has already disposed of Jason Checkley's personal estate, as provided in Checkley's will. The investigators are to learn if any new discoveries could be legitimately claimed as unlisted portions of that estate, and hence subject to recovery by his heirs.

The investigators have a number of avenues to explore. They will certainly visit the remnants of the mansion, with or without the permission of the police and the Beckworth Development Co. The jewelry discovered in the basement may be of value, and may be claimed as personal property. Willard Crossman may have information of use to the heirs. Newspaper files may contain germane information. Each line of evidence occupies its own section, and each can be approached in any order.

## Checkley Manor

The manor is no more; the Beckworth crews knocked down and hauled away the roof, floors, and walls of the crumbling building in a few days. Only the foundations are left, and those have been partially flattened; a portion of the basement area already has been filled. The basement is merely a long rectangle, filled with rubble at one end and with a roped-off alcove at the other end.

### Skeleton Found in Checkley Manor

*Police Suspect Foul Play*

**By Roberta Henry**

Demolition of the Checkley mansion was halted yesterday by the discovery of a skeleton hidden behind a brick wall in the basement.

The house, at 633 Noyes, once an Easttown landmark, had been nearly leveled when workmen broke through a basement wall and discovered the remains beyond.

Police removed a single skeleton and some personal effects, under the direction of Arkham Medical Examiner, Dr. Ephraim Sprague. Dr. Sprague has stated that he believes the skeleton to be that of an elderly woman, but no identification has been made.

Cloth fragments and jewelry were also found.

Additional bone fragments are rumored to have been located in the basement, stories which the police will neither confirm nor deny. A spokesman for Beckworth Development Co., which ordered the demolition, indicated that the company has suspended demolition, pending completion of the official investigation.

The previous owner of the home, Jason Checkley, last descendant of the Arkham Checkleys, died last week at St. Mary's Hospital following a heart attack.

This reporter has learned that the Checkley fortune had dwindled, and that the mansion had been sold to Beckworth Development two years ago, for an undisclosed sum. According to Beckworth, the agreement allowed Checkley to live out his remaining years in the manor.

Police have questioned Willard Crossman, friend of and now executor of Jason Checkley's effects, in connection with the find. Crossman himself is presently hospitalized at St. Mary's Hospital, recuperating from a stroke. Doctors have refused requests for an interview.

— Arkham *Advertiser.*

***Dead #1***

It is common knowledge that Beckworth plans to build a small apartment building (this never happens—Beckworth runs into financial troubles in the spring of 1929, and then dissolves a few months after the Crash).

Since discovery of the skeleton, a police officer has guarded the scene and will do so until the authorities decide nothing more can be learned there. The constable watches only during daylight hours, though; investigators who come early or later see only a few stakes and symbolic rope fence surrounding the alcove area. A tag on the rope requests politely that no one take anything from or interfere with police study of the site.

The constable amiably agrees that the investigators can wander the entire area, except for the roped-off alcove. There are no further clues in the alcove where the skeleton was found.

If the investigators decide to study any area apart from the alcove, call for a Spot Hidden roll. With a success, they find in the dirt a claw or long, horny fingernail. A successful Biology roll (or on a successful Know roll for a medical doctor) positively identifies the item as freshly from a human foot.

A successful Track roll for this area identifies human footprints, unusual in that they are small (child-sized), barefoot, and that the heels of the feet have been planted first. Indentations seem to associate more of the same long, claw-like toenails with these tracks, but the evidence is uncertain. The tracks are relatively fresh.

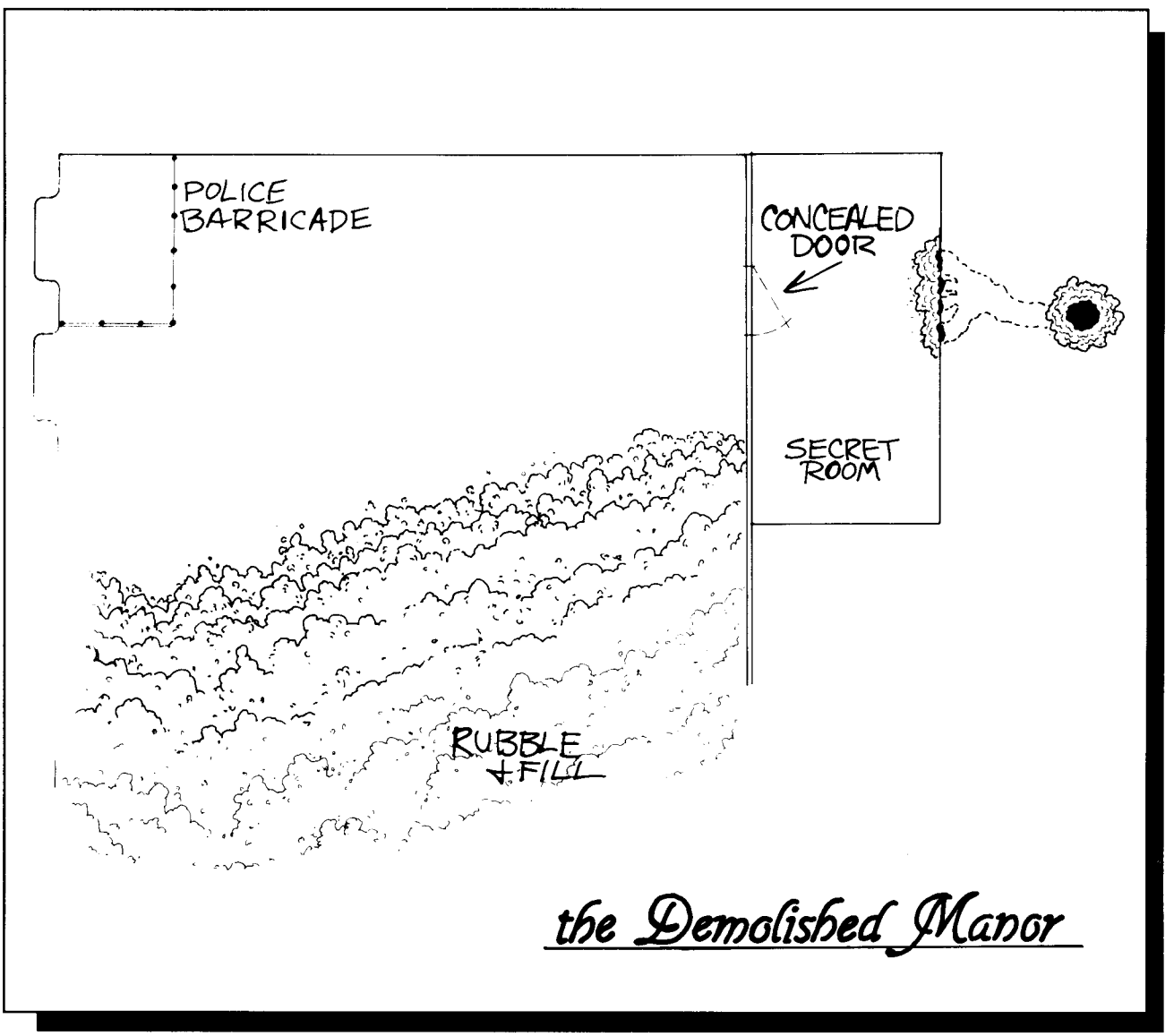
Following the footprints' direction of travel leads away from the basement area into rubble left by the demolition crew, and there vanishes. Followed backward, the tracks lead to a point near the end of the basement opposite to the alcove. The tracks suddenly end in a clump of earth.

Ask the players if their investigators want to dig into the earth.

If they agree, and not all will, given such a bald proposition, allow them to poke around a bit, then declare that earth has suddenly fallen, revealing the mouth of a narrow, hand-dug tunnel. The foul stench of human excrement conies from it.

If the investigators decide to excavate the tunnel, only investigators of SIZ 11 or less can negotiate it without spending several hours widening it.

Excavated or negotiated, the claustrophobic tunnel leads to a small, stomach-turning room as yet undiscovered beneath the rubble. A strong metal door opens to the basement from this room, but it is locked and the rubble beyond blocks it as well. If cleared, the investigators see that on the




*the Demolished Manor*

basement side a removable wooden panel hid the door from view.

The floor of the secret room is covered with human wastes. Deep gashes and claw marks mar the door and walls. Whatever was kept inside finally tore its way through the brick foundations and dug its way to the surface, and freedom.

Faint traces of a large design in white enamel paint can also be seen on the floor. A successful Occult roll identifies it as a voodoo symbol related to necromancy. A successful Spot Hidden turns up a small patch of blue gingham fabric, filthy and rotting, torn from some piece of clothing.

If the investigators fail to find the secret room, the authorities allow the demolition work to go forward two days later, and workmen almost immediately find it upon their return. The police are called in again, and the newspapers have the whole story (except for the matter of the long toe-claws) the next day. After the investigators first come to the site, visits after dark risk a 25% chance of encountering one of the undead children.

## The Police

Arkham's finest have assigned 32-year-old Detective Mickey Harrigan to the case. He's also liaison with the County Coroner. Harrigan is a jaunty, friendly man with dark curly hair; he loves the game of rugby.

Almost immediately he decided that it wasn't much of a case. Inspection of the skeleton and of the mortar used in concealing the body confirms that death occurred a generation or more years before; a verdict of homicide will be presented at the inquest, based largely upon the concealment of the body and upon neck vertebrae broken in a manner consistent with a blow or strangulation.

The deceased was a female, of advanced age judging by the worn teeth and calcium deposits on the bones.

Also found in the alcove was jewelry, several complete sets of chicken bones, and bones which make up two additional human hands severed at the wrists.

Possible suspects have long ago scattered or are dead. An interview with Willard Crossman yielded no information, and Mrs. Estheridge (benefactress of record to the short-lived Checkley Institute) professed absolutely no knowledge of who could have committed such a deed.

Lacking new information, Harrigan is at a dead end, and already believes that this file will never be marked *solved.*

If the investigators do not have good relations with the police, Harrigan discloses nothing, telling them to wait the few days until the inquest.

If the investigators think to ask about it, though, Harrigan quickly shows them the jewelry found with the skeleton, hoping that they may recognize it. If they stupidly ignore the jewelry clue, a picture of the finds appears in tomorrow's paper, as Harrigan tries for a lead.

A successful Occult roll indicates that the silver necklace is of a sort often worn by those connected with Haitian voodoo.

Though the newspaper photo does not include them, there also are two silver bracelets. Each is a band of silver links from which are suspended matching halves of a large silver medallion. The assembled medallion depicts a three-lobed eye wreathed by flames. Around the edge of the medallion humans and beasts commit various unnatural acts—the reason that the newspaper photos do not show the bracelets. A successful Anthropology roll reveals the medallion to have connection with the African god Ahtu. A successful Cthulhu Mythos roll indicates that Ahtu is one of the many forms of Nyarlathotep.

Harrigan can not imagine that Checkley ever owned this sort of jewelry.

## Newspaper Files

The local papers have a number of stories and obituaries relating to the Checkleys.

On April 19, 1903, Mrs. Jason (Rose) Checkley died of a wasting illness.

On August 4-5, 1905, Adam (age 13), Rosemary (age 15), and Jessica Checkley (age 9) died. The year 1905 was a plague year and the obituaries then are numerous and brief—the large numbers of dead are obvious; a successful know or idea roll recalls the cholera plague which devastated the town.

### A New School In Arkham

Director Jason Checkley today announced the opening of an institute dedicated to the study of spiritualist phenomena, the Checkley Institute for Psychic Research.

Housed on the second floor of 623 Brown Street, the center contains an 5000-volume library, study space, and a small lecture hall.

Guest rooms, as yet uncompleted, offer living quarters for visiting students and lecturers.

—Arkham *Advertiser,* Aug. 28, 1917

### Psychic Institute Closes

The Checkley Institute for Psychic Research today closed its doors at 623 Brown Street.

Co-Directoress Mrs. Andrew Estheridge castigated the increasingly atheistic temper of the times while announcing that some furnishings would be auctioned to pay pending Institute debts.

The founder of the Institute, Director Jason Checkley, will retain certain portions of the Institute library.

Arkham *Advertiser,* Nov. 23, 1920

There is a recent obituary for Jason Checkley, dated a week ago. It is of no interest.

All obituaries indicate interment in the Checkley family mausoleum in Christchurch Cemetery.

Require a successful Library Use roll to find the following items. By the way, the Brown Street address of the Institute for Psychic Research is now occupied by a firm attempting to perfect the new science of mass-mail advertising. There are no clues at that address.

## Beckworth Development Company

Headquartered in the Tower Professional Building, the Beckworth offices are lushly prosperous, with fine rugs, elegant furniture, and wood-panelled offices.

Bob Beckworth, Jr. ("Little Bob") is in charge of the project. He's a slick-haired, chubby man in his early 30s; he wears excellent Boston-tailored suits which diminish his standing to Arkhamites, since "that sort of swank doesn't go among decent, hard-working people."

If the investigators have already found the second secret room, he'll be interested in knowing about it, because police examination of it will further delay demolition. If the police do not know of the second room, he'll smoothly offer a bribe to the investigators, to prevent further interference.

If the investigators ask permission to examine the site, he brusquely refuses, declaring that the executor of Checkley's personal property has already declared himself satisfied, that the police must be considered, and that possession of property as a consequence of murder is a matter to be adjudicated in court with any potential heirs. However, Beckworth Jr. can also be bribed: an offer of $50.00 gains the investigators full access to the site, provided the police allow it.

Beckworth can add that all of Checkley's personal effects, including his library, were disposed of by Willard Crossman, the executor. He does know that Ed Tillinghast (a bookseller on Gedney Street) purchased the library, and can direct the investigators to him.

Billinger's, on the 500 block of Garrison, ran the estate auction, and are handling the sale of Checkley's furniture.

He swears that Beckworth Development bought only the furniture, house, and grounds.

## Willard Crossman, Executor

Crossman, now nearly 70, was for most of their lives Jason Checkley's best friend. While his friend was born to money, Crossman started poor and made a decent fortune through his own efforts in insurance and commercial transactions.

Over the years, he's smoothed his ways and become socially adept, but rough demeanor and combativeness can show up any time. Nonetheless, the two were close.

Grayed and portly, Crossman is presently in St. Mary's Hospital, suffering a variety of serious complaints. Weak, aware that he is probably dying, Crossman still displays an active mind and an assertive nature. Against doctor's orders he continues to smoke eight to ten Havana cigars daily.

*Willard Crossman*

Crossman says that Checkley left to him a fine ebony and ivory letter opener as a token of friendship, but that the rest of his property not previously sold to Beckworth was disposed of to Billinger's (the auction house) or Tillinghast's (the bookseller), and that nothing else existed.

Asked about the body and the jewelry in the basement, his expression does not change. He knows nothing of it, he declares; Checkley was not the sort of man to commit murder. Very likely a servant performed the evil deed. It is unlikely that Crossman will ever sully his dead friend's reputation by revealing this secret.

He knows nothing of the second secret room. If told of it, a successful Psychology roll registers unusual surprise in his reaction: he imagined he knew everything about the situation, and now suddenly understands that he didn't. If the investigators can offer firm evidence of what actually was in that room, such as a drawing or photograph of one of its inhabitants, Crossman recognizes the child in horror, and tells them everything he knows.

If asked, he declares that he believes Mrs. Andrew (Mildred) Estheridge a charlatan, who used Checkley's personal tragedies as a way to get her hands on his money. Crossman is a complete materialist and holds no belief in the occult or an afterlife. Checkley had natural interest in these matters after the death of his family; he and Checkley debated the issue a number of times.

With a successful Credit Rating roll, Crossman says that Jason had money troubles for many years, though he was a proud man who refused aid even from his closest friends.

## Miskatonic University Library

The investigators may wish research voodoo in the Library. Four hours' search combined and a successful Library Use roll turns up a book, *Voodoo Rites and Religions,* by A.M. Asher, published in 1902. It takes eight hours to read this book. It concerns zombies, voodoo rituals, possessions, and related topics. With a successful English skill roll to account for the awkward, densely-written prose, the reader may add 1D3 points to his or her Occult skill at the end of the adventure.

In a chapter titled "The Practitioners," investigators find a drawing labeled *voodoo necklace,* that is amazingly

similar to the one discovered beside the skeleton. A few pages further is a photo, dated 1892, showing New Orleans policemen with three heavily chained prisoners. The prisoners are black—two male, one female, arrested the caption notes, for murder and blasphemous ceremony.

*Mrs. Mildred Estheridge*

The female prisoner is short, of advanced middle age. A successful Spot Hidden shows that she wears the same bracelets and necklace found with the unidentified skeleton in Checkley's basement.

A paragraph in the facing text identifies the woman only as Marcella. Before the trio could be tried, Marcella mysteriously escaped and was not recaptured. Her accomplices were found dead in their cells, of undetermined causes.

## Mrs. Estheridge

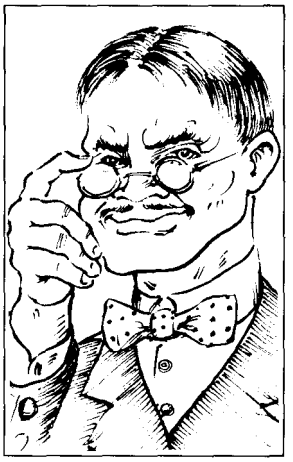
Sixty-three, a widow and heiress to a mill-owner, she lives in the spacious family mansion at 288 W. High St. She was a friend to Jason Checkley as well as a benefactress and the co-directress of the Institute. She strongly believes in spiritualism, and has a vigorous mind and a strong tongue.

She will answer politely a limited number of investigator questions, but the investigators must make clear the direction of their inquiries; she answers nothing beyond their purview unless one or more receive successful Credit Ratings, or know her, or have mutual acquaintances or family in town.

Asked about additional items perhaps pertaining to his personal estate, Mrs. Estheridge states that several years ago Jason Checkley gave her a key to a safe-deposit box at the Arkham First National Bank (150 E. Hyde). She also has a letter from Checkley permitting her or her agent to open the box upon his death. At first grieving for her dead friend and then learning that his executor was hospitalized, she has left the box unexamined. "We have always found Mr. Crossman," she says, "to be a man of callow mind, dulled by intransigent digestion of red meat." She knows not if Crossman is aware of this deposit box (he is not).

She knows Checkley kept a diary; she imagines clues might exist there of any other of his material holdings. She speculates that the bound diaries were probably sold with the rest of his library.

If the investigators gain her confidence, she broadens her topics. For instance, Jason felt profound loss at the death of his three children. She and Checkley attended many seances, but he never managed to contact the spirits of his children or wife. Mildred says he seemed convinced that they would never be successful, despite his evident belief in spiritualism as a whole.



*Edwin Tillinghast*

Checkley himself was most interested in primitive magicks, in particular the raising of the dead. To Mildred's mind this focus on the ephemeral clay of life was another sign of the man's irrational grief.

Mrs. Estheridge poured quite a lot of her own money into the Institute venture, far more than the near-destitute Checkley ever could. Pertinent papers are still on file with the bankruptcy court in Salem, she believes. (A trip there confirms that the major financial risk in the venture was hers, and that she lost heavily.)

She knows nothing of the secrets in the manor basement. She thought it odd that he chose to live by himself in that big old house and she knows that he never entertained. She entered it only one time after his wife's death: it was dusty and cluttered, but not in any way unusual.

### Mrs. Mildred Estheridge

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| STR | 10 | CON | 10 | SIZ | 9 | INT | 17 | POW | 14 | | |
| DEX | 10 | APP | 11 | EDU | 19 | SAN | 45 | HP | 10 | | |

**Damage Bonus** +0

**Skills:** Anthropology 25%, Archaeology 10%, German 55%, Library Use 35%, Occult 75%.

## The Safe Deposit Box

Within the box are pages from Checkley's diary, and a testament. Combined, they form Player Aid #3.

## The Bookseller

The investigators may find here Jason Checkley's diary or more arcane tomes. Checkley's books, purchased as a single lot from executor Willard Crossman, still rest in packing crates in the basement of Edwin Tillinghast, Bookseller.

All these items now legally belong to Tillinghast; the investigators must convince him to let them examine all the books to locate what they desire. This may be the second time that they have asked to uncrate the volumes.

It takes one investigator a full eight hours to search the crates; since Checkley kept a diary for nearly forty years, the volumes are easy to notice once encountered; any other work requires a Spot Hidden in the low-ceilinged, ill-lit basement.

If the diary is found, Tillinghast chuckles and asks $100 for the set—"irreplaceable historical records of turn-of-the-century life in the quaint New England town of Arkham,

### Checkley's Diary, excerpts

**Aug 7, 1905:** Marsella has agreed. I could ill afford the $500 she said she needed. She claims to know how to bring my beloved children back to me. The staff has been dismissed for the next few days and I have prepared the basement room as she instructs.

**Aug 8,1905:** Most hideous of days! When I realized what she had done I lost my mind with rage. I closed my hands around her neck and wrung it like one of her chickens. When I regained my senses, she was dead. Thank god I can count on Willard's help.

**Aug 9, 1905:** The coffins were interred today in our mausoleum. Too many deaths these days for people to be interested. I must figure out what to do with *them.*

I've hidden Marsella's body, along with her tools.

**Aug 10, 1905:** Their appetites are tremendous. I feed them regularly but they show no signs of trying to communicate with me. I don't feel I can trust them.

**Aug 11, 1905:** I have chucked the servants and had them remove their belongings. While those three dwell in the basement, I must have absolute privacy. I also intend to panel that wall of the basement in order to hide the entrance to their chamber.

**Aug 12, 1905:** One attacked me today. It was Adam. As I picked up a food bowl, he rushed at me from behind. It was only by luck that I managed to fend him off and escape the room. I shall be forced to treat them like wild animals.

**Aug 13, 1905:** Perhaps the three are redeemable. The secret to their recovery may be hidden at hand. I will devote the rest of my life to saving them. From this day on I shall speak no more of them in this book.

### Checkley's Testament

*January 1, 1906*

I, Jason Checkley, take full responsibility for the death of the negro servant called Marsella. Victimized by her in a terrible way, I lost control and strangled her with my own hands.

In my basement I have left three things—dangerous things—that should be destroyed. Although they look human, they are not. Take no pity of them. The surest way of destroying them can be found on page 284 of a book called the "Nyhargo Codex". This book is contained in my library.

May God have mercy on my soul,
(signed) Jason Checkley.

*Dead #3*

Massachusetts," he says. Even subject to Bargain, he won't take less than ten dollars.

The 43-volume diary has short individual entries. Each book contains only about 65,000 words, and Checkley has a legible script: a book takes three hours to methodically read. The entire set therefore takes about 130 man-hours to inspect.

Most of it is mundane until the children die in 1905. Mysteriously the next several entries have been torn out, from August 7 through August 13, 1905. These missing pages constitute Player Aid #3.

After the missing pages, Checkley often refers to "the problem" or "my problem". He spends great time and energy trying to find a solution. See Player Aid #4 as an important example.

Later references regarding new events include the opening and closing of the Psychic Institute. He frequently mentions Mrs. Estheridge, always with respect.

Both books are in Tillinghast's basement, their spines and boards untitled. If the investigators have been looking for Checkley's diary, they've seen the books and passed them by already. A single investigator now only needs four hours and two successful Spot Hidden rolls to locate the volumes in the rubble, in that case. If the search is fresh, it takes one hour to locate the books.

### Checkley's Diary, excerpt

My package arrived today from London. The two books I received were in even better shape than hoped for. I am ever grateful to Mildred for approving this expense. The two volumes will certainly improve the library, plus they appear to contain much information pertaining to my problem.

One, the *Nyhargo Codex,* translates carvings found on an ancient wall in central Africa. The accuracy of this translation has been a cause of merriment in academic circles, but too much relates to Haitian voodoo for it to be the imaginings of a crank. Unanswered questions surround the author's sudden death. It is said that he was the only one who knew the location of those dark and mysterious ruins.

Then there is the *Dhol Chants.* It is fairly technical and I know little about music. Still, it may contain something of interest.

*Dead #4*

If the investigators have not yet bought the diary, Tillinghast wants $45 for *The Nyhargo Code* and $25 for the *Dhol Chants.* Tillinghast greedily doubles the prices if the investigators make a second trip to the shop.

## Christchurch Cemetery

Made of fine Vermont marble, the Checkley mausoleum is found in a secluded section of the cemetery. A heavy chain and lock bar the double doors.

If the investigators handle the lock and chain, the lock falls apart—someone has broken it and then carefully replaced it on the chain. Pulling the chain back, the investigators enter the mausoleum without difficulty.

# Two Mythos Tomes

## The Nyhargo Codex

This Mythos tome was written in 1879 by the British amateur archaeologist Lord Waite, who (a few years earlier) claimed to have discovered monolithic ruins in the jungles of central Africa. On a return trip, his party (with the exception of himself), died in various fashions before reaching the mouth of the Congo.

Waite translated rubbings he'd taken from a tunnel wall, deep underground. Unfortunately, linguists and archaeologists met Waite's book with jeers. A short time later Lord Waite fell, was pushed, or jumped from the platform in front of a moving train.

Reading the *Nyhargo Codex* requires three days and a successful English roll +3% to Cthulhu Mythos, spell multiplier x2, Sanity cost -1D4.

Some of the book discusses the living dead in general, but it deals mainly with the control and destruction of these entities. It contains at least two spells, Call Zombie and Destroy Zombie.

## The Dhol Chants

Written by Heinrich Zimmerman. Before the World War, he studied the rich rhythmic complexities of West African music, professing to discover odd similarities to Caribbean music at the time of Columbus.

The book is written in German and a successful Read German roll is required, as well as an INT x2 roll or a successful Sing or Play Instrument roll: +6% to Cthulhu Mythos, spell multiplier x2, Sanity cost is -1D6.

The spells are in the form of musical chants and, because of their microtonality, require either a human voice or an unfretted stringed instrument to be properly performed. A successful Sing (or Play Musical Instrument) roll must be made to succeed with a spell cast.

It contains at least two spells, Call/Dismiss Ahtu and Summon/Bind Veerla.

# Four Mythos Spells

## Call Zombie

Calls all zombies within a mile to the caster. The chant costs 2 magic points and 1D3 points of SAN.

After sunset, the caster inscribes a circle on the ground, then stands in the center and chants. The circle protects the caster or casters from the Undead as long as they remain within. A circle holds no more than four people.

The zombies approach the circle and then stop at its edge, staring hungrily at those inside. The zombies must remain at the circle's edge until dawn, unable to escape from attacks.

Learning this spell requires one day of study and a successful INT x5 or less D100 roll.

## Destroy Zombie

Kills one zombie per successful use. It costs 5 magic points to cast, and the caster loses 1D4 SAN for each use. This short chant is punctuated by breaking the neck of a live bird. This causes the instant collapse and rapid decay of the zombie at which the dead bird is thrust. Each zombie requires another bird. The spell can be learned in two hours with an INT x5 or less roll, but the version in the Codex is translated confusingly, and the student has a 50% chance of choosing the wrong version.

## Call/Dismiss Ahtu

Ahtu is one of Nyarlathotep's 999 forms, worshiped mainly in central and southern Africa. Ahtu appears in the form of a black column of viscous matter, 50 feet in diameter, erupting from below ground.

A special amulet depicting a three-lobed eye wreathed by flames is necessary for the Calling. Normally, this amulet should be kept in two pieces so as to not accidentally arouse Ahtu. It is believed that Ahtu can be Called only at certain special locations in Africa, although others may exist.

## Summon/Bind Veerla

The *veerla* (or *v'lera) are* thought of as spirits or as creatures from somewhere outside. They are nearly immaterial and immune to all weapons and most magic. As servants, they are mainly used to retrieve objects or to attack enemies.

Learning the spell costs 2 POW, 1D6+2 SAN, and two months of concentrated study to understand the extra-dimensional concepts underlying it.

The spell causes a single veerla to come before the caster and perform a particular task. The caster must spend 1D6+3 magic points and lose 1D6 SAN for each veerla summoned during the lengthy ceremony.

To Summon/Bind a veerla, the caster must inscribe a complex symbol in white on a dark surface, and then crouch upon it. One or more assistants may hand the caster small animals to be sacrificed and rattles to be shaken; this is a ritual difficult to perform alone. The climax of the ceremony comes when two human hands, severed from a corpse less than a week old, must held aloft by the caster: when the veerla appears, it takes hold of the left hand and pulls it out of the caster's grip, as though the severed hand could float in air.

The caster must be able to physically see or correctly vizualize his target, and then make his or her command mentally. A veerla may be held in readiness by the caster for up to 24 hours before the summoned veerla is lost.

A veerla attacks by attempting to possess its enemy, pitting its fixed POW of 22 against the POW of its intended victim. If the veerla wins the struggle, its target loses 1D8 SAN. The entity continues to attack until the victim goes temporarily or permanently insane. The veerla takes possession of its body, usually to remain there until the victim's body is somehow destroyed. A veerla who loses a POW-against-POW struggle immediately flees and must be re-summoned before it makes another attack.

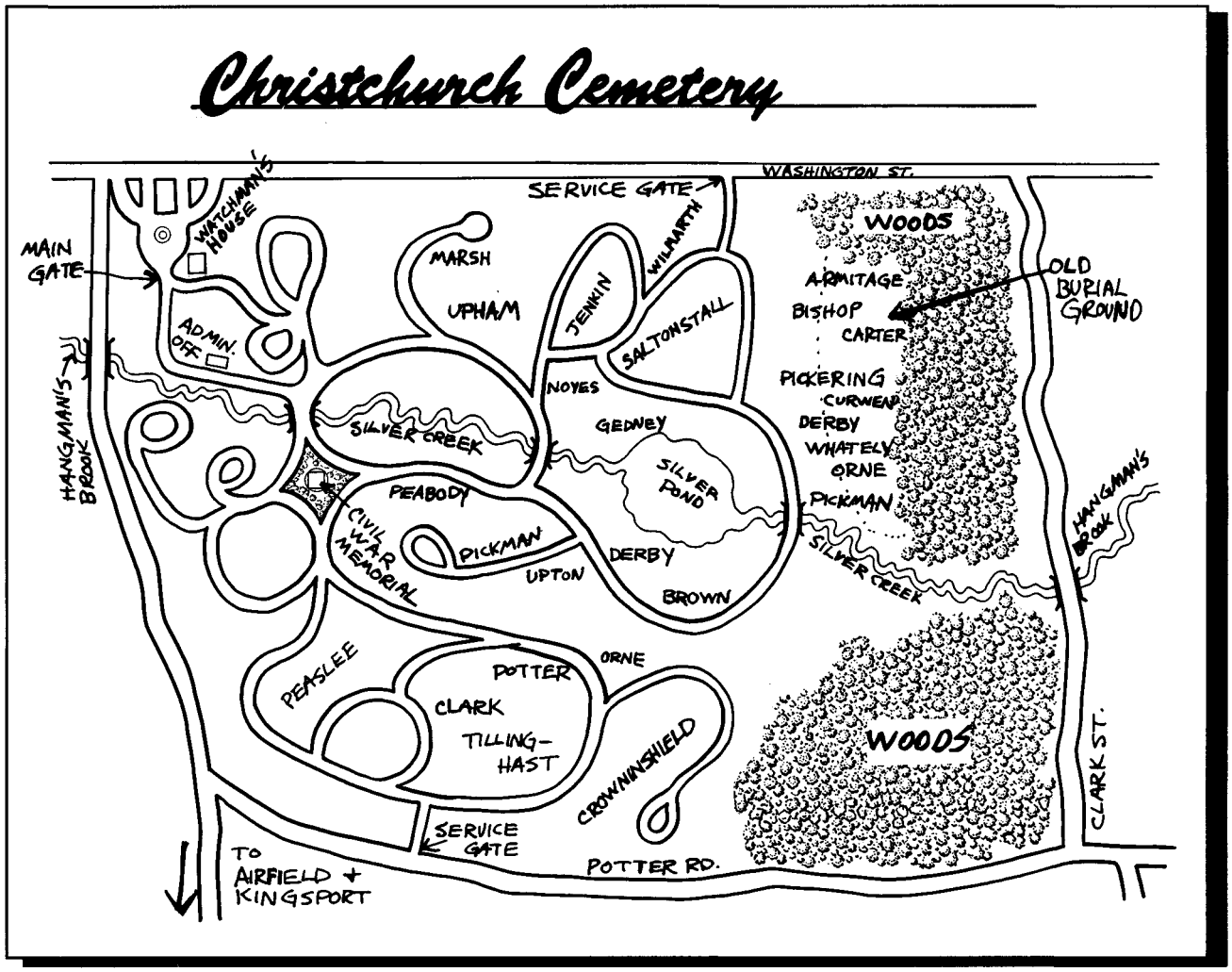
A corpse can be automatically possessed and animated by a veerla if directed to do so by the one who summoned it.

Possession and animation may last for decades or centuries, until the possessed physical body loses all hit points, freeing the veerla.

A possessed victim behaves like a zombie, foraging afield and lacking any rational intelligence.

Seeing a summoned veerla (which is formless and barely visible) costs the viewer 0/1D4 SAN.

Summon/Bind Veerla is one of several ways to create zombies.




Inside, interment chambers filled with centuries of Checkley sarcophagi line the walls three high. Each opening is sealed with a flat stone bearing the name of the tenant.

The marble is fixed with mortar. If the characters even glance at Jason Checkley's marker, they see that the sealing cement has been broken away. If the investigators open the chamber, they find the coffin broken into. If they open the coffin, they find the body of Jason Checkley minus his hands, which have been skillfully removed (lose 1/1D3+1 SAN ). The hands have been stolen by the mysterious Dr. Marquis.

The other crypts are intact. Opening any other crypt takes 20 minutes of noisy work with hammer and chisel. The coffins of Jason's three children are filled with sandbags, to approximately each child's weight.

Outside of the mausoleum, a successful Track roll finds a set of Jessica's child-sized footprints. If two successful Track rolls can be made, the footprints can be followed back to Jessica's lair on the south side of the cemetery. There, with a successful luck roll, the investigator finds a rotten swatch of blue gingham cloth, a piece fallen from Jessica's rotting dress. This material is identical to that which might have been found in the mansion's second secret room.

# Events

Events independent of investigator actions take place during this scenario. They are listed below. They introduce new locations and clues. Event 1 is simply a description, but the rest are in the form of player handouts. Although some events must occur in sequence (explained below), most can be used by the keeper when he or she sees fit.

The mysterious man from New Orleans, alias Dr. Marquis, is a voodoo priest come here to retrieve the bracelets found on Marsella's corpse. When rebuffed by the police he attempts a robbery which fails. Finally, he steals the hands from Jason Checkley's corpse and use them to summon a veerla to steal the bracelets for him. The stricken police officer is an innocent victim, attacked by the veerla when it entered the police station. Events 1, 3, 7, and 8 are connected with Marquis, and must occur in that relative order.

The police know of these events before they appear in the newspapers. If the investigators have befriended Detective Harrigan, he telephones the group—they may investi-

gate the sites sooner. Investigating sites involving the zombies can reveal tracks, swatches of cloth, or other clues the keeper wishes to introduce.

If the investigators interview the stricken police officer and receive a successful Psychoanalysis roll, he becomes lucid long enough to describe his encounter with the veerla.

Investigating the hotel room after Dr. Marquis has fled provides little information, though the investigators lose 0/1D2 SAN if the hands are still there. (The medical examiner, Dr. Sprague, removes the hands as soon as the police finish their initial search for clues.)

The keeper should feel free to add more events, similar to those shown above, as he or she sees fit.

Other events relate to the activities of the Checkley zombies.

## Event 1

The first event occurs at the police station before or after (keeper's choice) the investigators' first visit.

A tall black man, wearing spectacles, appears one night to claim the remains and effects of the corpse found in the mansion basement. He identifies himself as Dr. Marquis, from New Orleans. There is some question about the papers he shows the police; they in any case must refuse his request at least until the inquest. He leaves an address where he can be contacted, but it is false.

The investigators learn of this incident if they are friendly with Detective Harrigan, in charge of the case.

# The Zombie Children

Jason Checkley's children have not changed since the day they were brought back from the dead.

They have not aged and their skin still holds the pallor of death. Adam and Rosemary were dead longer before resurrection: their skin is blotched and discolored and, in Adam's case, the signs of bloat and decay can be detected. Little Jessica's skin is smooth and clear.

It is possible to destroy the children by physical means but magic is effective and safer.

When these corpse-children dug free of their prison, they wandered aimlessly in different directions.

Adam traveled north along highway 1A, eventually finding his way to Harper's Woods. He lairs in a dark culvert beneath the road.

Rosemary found refuge in a deserted waterfront warehouse in Arkham. She hides during daylight, secure in a second-floor hiding place.

Jessica stumbled south to Christchurch Cemetery, and now inhabits a crumbling tomb in the oldest part of the graveyard.

The keeper may play these child-monsters in whatever way seems most effective. They cannot run or speak, and their intelligence is narrowed to the acquisition of food, preferably fresh raw meat. They are cunning and single-minded.

Call for Sanity rolls only when the zombie children are seen close up. Sightings at a distance reveal nothing unusual but nudity, and do not require rolls. Should an investigator encounter two or all three zombies, reduce possible Sanity loss for the second encounter, or do not call for it at all.

Hungry or cornered, the zombies always attack, choosing a single investigator and shambling directly at the target. It continues to bite and claw until destroyed. A zombie can be destroyed by persistent physical attack, but it may kill one or more mortals in the process.

Once in a zombie's clutches, investigator and monster roll and sway, making attacks by other investigators more difficult. If encounters in town demand gunfire, the shots attract a lot of attention. Using magic is the best way to eliminate the things.

## Adam

Highway 1A follows Federal Street north out of town. Harper's Woods rises less than a mile further on, covering about forty hilly acres with dark, dense growth undisturbed for more than a hundred years.

In the heart of the woods an old stone bridge crosses Harper's Brook. New two-foot-in-diameter culvert parallels the bridge's foundations at either end, handling waters which once threatened to undermine the fine old bridge. In daylight, Adam dwells within the north culvert; at night he forages through the woods.

Adam is the source of the ghost story that appeared in the newspaper. His pale, dead skin shows up well at night. The encounters were accidental; Adam gets enough food from the birds and animals he catches and eats. He is, however, interested in killing a human should the opportunity appear. Once winter begins, his interest in humans will increase.

## Event 2

### Ghost Spotted in Harper's Woods

Three people have recently reported seeing a ghost prowling Harper's woods, just north of town. All three sightings were made after midnight by lone drivers.

One, Brian Fosworth, an employee at Benson's Market, was so startled by the apparition that he nearly tumbled the market's delivery truck into Harper's Brook.

Stories have long been told of sacred Indian grounds within the woods.

In the past, "ghosts" often have been reported in the area, but usually a young boy with a sheet is discovered to be the culprit and the matter is put to rest.

Really now, young man, it's too early for Halloween pranks!

Arkham *Gazette*

*Adam*

## Event 3

### Robbery Attempted at Police Station

An unidentified man last night forced his way past the duty sergeant and attempted to enter the property room at the rear of the Arkham police station.

Another officer entering the building tried to detain the man, but the culprit fled to the street.

The malefactor is described as a Negro, slender, bald, and about six feet in height.

Chief Nichols asks citizens who see this man or who know of his whereabouts to contact the police immediately.

— Arkham *Advertiser*

*Dead #6*

## Event 4

### Vandals Defile Cemetery

Last night one or more persons unknown entered Christchurch Cemetery and unearthed a recently-buried coffin. When discovered this morning, the coffin was fully exposed, the dirt heaped up around the outside of the grave.

The casket seal were damaged in several places but apparently frustrated the attempt to open the coffin.

Groundskeeper assure the public that the beloved in question has been safely and securely replaced in peace.

Police have no suspects. They noted that fraternity hijinks traditionally occur in the fall.

— Arkham *Gazette*

*Dead #7*

## Event 5

### Transient Injured in Attack

A man identified only as "Joe" was admitted early this morning to St. Mary's, suffering lacerations of the face and neck.

At 3:57 A.M., police found the man running down River Street near Garrison, screaming for help. No pursuer was seen. He was quickly rushed to emergency treatment.

Joe claimed to have been attacked by a pale young girl who first tried to kiss him and then bit him on the throat.

The man could give no address. Police surmise that the indigent, sleeping it off in an alley, was attacked by a wharf rat or stray dog.

— Arkham *Advertiser.*

*Dead #8*

## Event 6

### Warehouse Murder

Laborers arriving on the job discovered a man's body near the Lucky Clover Cartage Co. early this morning.

The coroner indicates that the man was a victim of violence, placing probable cause of death either from shock or loss of blood.

Though unconfirmed, wounds on the victim's face and throat were rumored to be so severe as to obscure most features.

Police investigation continues.

Arkham *Advertise)*

*Dead #9*

## Event 7

### Mystery Incident at Police Station

Constable Robert E. Logan, a constable of exemplary record and of long service to Arkham's police, was found this morning at 5 A.M. in a semi-coherent state at the station.

Police also report that the property room had been entered, but they are unsure if anything is missing.

Constable Logan was on duty at the time. For the moment, police are treating the incident as an internal matter, but no one has anything but praise for Logan. Readers may recall that last year he valiantly rescued two foolish young men from the depths of the Miskatonic.

The stricken officer is presently in St. Mary's Hospital undergoing tests.

— Arkham *Gazette*

*Dead #10*

## Event 8

### Atrocity at the Borden Arms

Police were summoned to the Borden Arms Hotel this morning when housemaid Ruby Rankowitz found vile and blasphemous remains in a third-floor room.

Shockingly, officers found a pair of severed human hands wrapped in a piece of cloth. Dr. Sprague indicated that the hands had been severed from an undetermined corpse about a week old.

Investigation was prompted by the remains of a dismembered goat strewn about the room; walls and ceiling were painted with undecipherable symbols.

Police believe the renter of the room, a Dr. Marquis, has fled Arkham.

The renter is described as a tall, distinguished-looking Negro. The man is said to speak with a French accent, and is apparently well-educated.

— Arkham *Advertiser*

*Dead #11*

Harper's Woods can be thoroughly explored by four investigators in two days. Call for one Track roll each day of exploration; allow the players to choose who gets the roll. A success finds Adam's footprints: these bear the same exaggerated toenails or claws as the tracks at the Checkley mansion.

Additionally, each day of search ask for a luck roll followed by a Spot Hidden roll for each investigator. The first to receive both successfully finds a Late Victorian gold locket and broken chain. The outside of the locket is engraved *A.C.* Inside are tiny blurred photos of a man and woman—with a successful know roll, an investigator recognizes the man as a much younger Jason Checkley.

If the investigators choose to stake out the woods at night, a 50% chance each night exists that Adam passes a stake-out. Additional observation points get additional D100 sighting rolls. Sightings always occur at some distance. Adam may flee, hide, or hide to attack and eat pursuing investigators.

To pursue Adam, investigators need 1D3 successful Spot Hidden rolls to keep him in sight. If a roll fails, they easily follow Adam's track the next morning. Adam always flees to his culvert.

Should the investigators assault him or enter his lair (on hands and knees as it is quite narrow), he always attacks.

**ADAM, Age 13**

STR 17 CON 18 SIZ 10 DEX 8 POW 1
Move 7 HP 14
**Damage** Bonus +1D4

**Weapons:** Bite 85%, damage 1D4+1D4

Claw 75%, damage 1D4+1D4*

**having successfully bitten, Adam holds on with his teeth and uses both hands to Claw.*

**Armor:** none, but physical weapons do halt damage; impaling physical weapons do only 1 point of damage to CON.

**Skills:** Hide 55%, Stalk 60%.

**Sanity Cost:** 1/1D8 SAN .

**Notes:** When CON is brought to zero, the zombie disintegrates. As the keeper finds appropriate, many spells have no effect. Damage to zombies can be described as exploding heads, severed arms, holes through torsos, and so on, but the undead thing keeps on coming until CON reaches zero. Splattery results smearing investigator faces may call for additional Sanity losses.

He is five feet, five inches tall, and very strong. His body is the most decayed of the three; his face is sunken and blackened. During his existence in the woods, he has torn off two fingers. Some of his ribs can be seen where the flesh has been abraded away. Deep scratches that never bleed mar his body. His eyes show only the whites; his tongue has withered and dried to a stub; maggots and beetles prowl his dead flesh. No clothes are left to him.

## Rosemary

Great brick warehouses, built in the early 19th century, stand mostly unused in Arkham. Some have not been entered by their owners since before the World War. Trash and abandoned automobiles choke the narrow alleys as well as River Street beyond. This is where Rosemary keeps herself, preying on rats, stray cats and dogs, drunks, and luckless transients.

All the vacant warehouse doors are chained and locked but hoboes frequently search out weak points to gain dry places to sleep. Gigantic wharf rats can be seen in and around the buildings.

The plainest of doors and heavy shutters adorn these buildings and the interiors are similarly spartan. Heavy wooden floors separate the levels. Hoists moved goods to and from the second and third floors. With the exception of the four buildings leased by Anderson's, Gleason's, and Lucky Clover, none have heat or electricity.

Vacant warehouses can be entered at little risk, but investigators will need to carefully identify, in the darkness, buildings leased by Anderson's Furniture and Gleason's Dept. Store. At night the rears of these dark and gloomy buildings are indistinguishable from long-vacant buildings, their rear doors chained and locked similarly. Small signs, on the Main Street side, identify them. These three buildings are protected by electric burglar alarms. Tampering with doors or shutters sets off loud bells that incidentally alert Ace Security, right across the street.

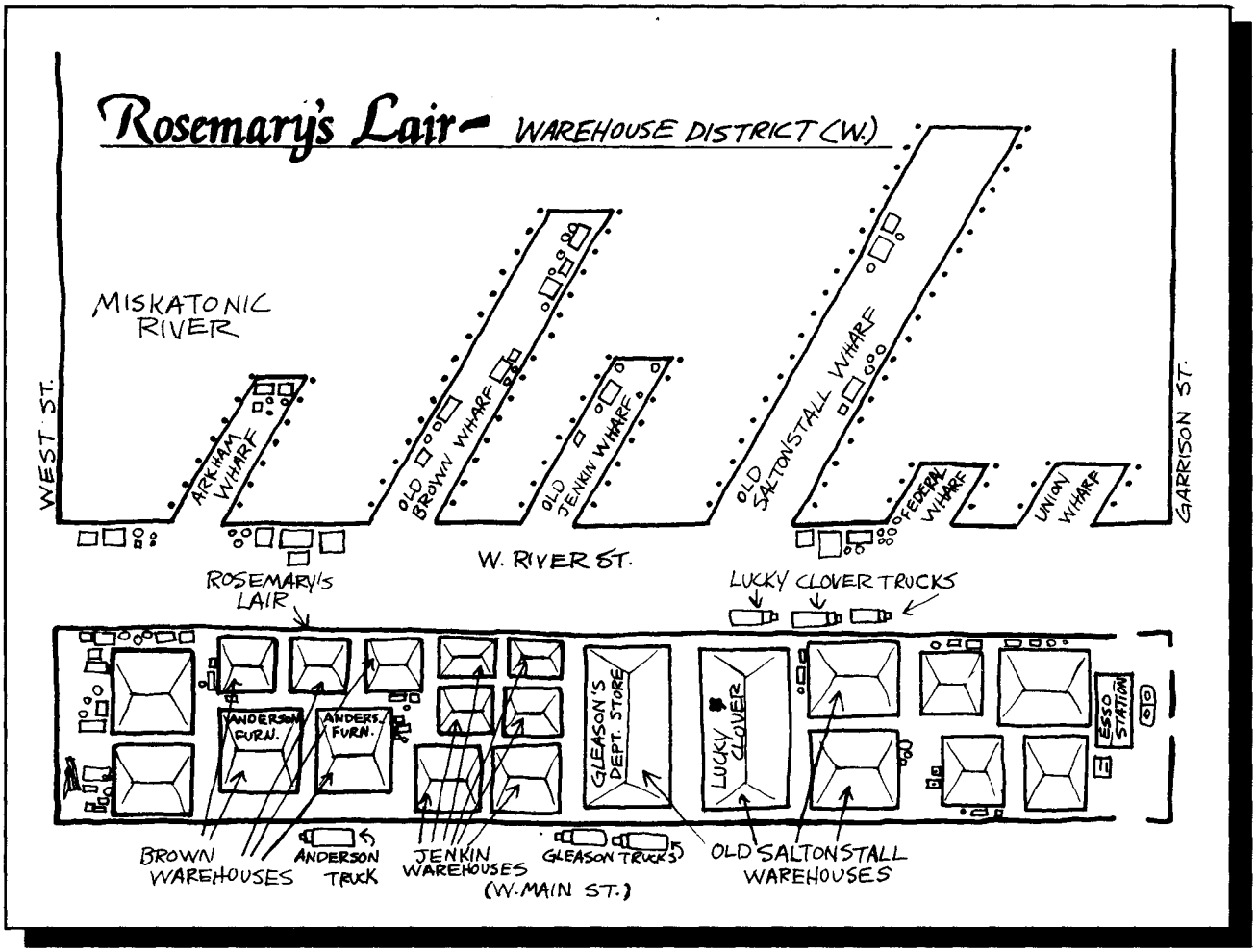
Lucky Clover Cartage represents a different problem. One to four employees are there nightly. They usually advertise their presence, leaving the door open, lights burning, talking loudly while playing cards—but investigators should be wary. These people, for good reason, are extremely suspicious of strangers creeping around their building, particularly at night. They certainly won't murder an investigator the first time he gets caught but that investigator will be remembered. On the other hand, the gangsters are used to hoboes stumbling around in the dark and rarely check on every little sound.

Rosemary, Checkley's oldest daughter, was once the family beauty, and the delight of her parents. Now her pale sunken face and blank, staring white eyes make her unkempt black hair hideous.

She inhabits one of the decaying brick warehouses lining Arkham's riverfront. As with all the warehouses, the doors are chained and locked. However, the shutter sealing the eastern window on the south wall of this warehouse is not barred and can easily be swung outward. This is Rosemary's entry point.

Tiring of rats, Rosemary now prefers vagrants and hobos. She has committed most of the Checkley zombies' violent crimes.

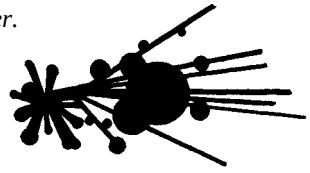
Other than drawing her out with magic, the investigators must stake out the area around her lair. Each observation site has an 80% chance of sighting her after midnight. Once spotted, she will attempt to hide and then ambush pursuing investigators. If her attack fails, she flees. Since




they are faster on foot than she is, survivors easily follow her to her warehouse. There she again attempts to hide and ambush her pursuers.

She is five feet, three inches tall, and very strong. Her body is somewhat decayed, but those ravages cannot be seen at intermediate distance. She is physically intact. Deep scratches mar her belly and thighs. Her eyes show only the whites; her tongue has withered and dried to a stub; yellow and brown ribbonworms prowl her dead flesh and occasionally emerge unexpectedly. No clothes are left to her. On her right wrist is a gold bracelet bearing an inscription, *Rosemary, our beloved daughter.*

*Rosemary*



**ROSEMARY, Age 15**

STR 16 CON 18 SIZ 10 DEX 6 POW 1

Move 7 HP 14

**Damage Bonus** +1D4

**Weapons:** Bite 80%, damage 1D4+1D4

Claw 80%, damage 1D4+1D4*

**having successfully bitten, Rosemary holds on with her teeth and uses both hands to Claw.*

**Armor:** none, but physical weapons do half damage; impaling physical weapons do only 1 point of damage to CON.

**Skills:** Hide 55%, Stalk 60%.

**Sanity Cost:** 1/1D8SAN.

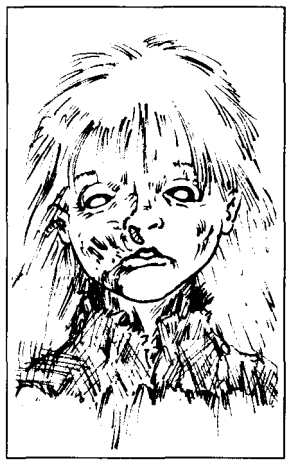
**Notes:** When CON is brought to zero, the zombie disintegrates. As appropriate to the keeper, many spells have no effect. Damage to zombies can be described as exploding heads, severed arms, holes through torsos, and so on, but the undead thing keeps on coming until CON reaches zero. Splattery results smearing investigator faces may call for additional Sanity losses.

## Jessica

Her lair is a overgrown old tomb located near the Old Burial Ground portion of Christchurch Cemetery. Headstones here date back to the late 18th century, long before Christchurch acquired the area. In the Carter family plot a small well-traveled trail leads into the woods. Twenty yards into the forest is a crumbling brick tomb with a corroding iron door, built into the side of the hill. Jessica can be seen entering

this tomb early in the morning, and leaving at sunset. During daylight hours, this is Jessica's hiding place.

Jessica's appetite is not as large as her brother's or sister's; squirrels and other small animals keep her filled. At least once she attempts to unearth a fresh corpse when she fails to catch moving food.



*Jessica*

Staking out the graveyard yields a 35% chance to spot Jessica flitting from tombstone to tombstone; she can easily be pursued back to her lair. There she crouches in the dark, waiting to attack. The Jessica-thing often visits the Checkley mausoleum, sensing the relatively fresh corpse within. If an investigator states that he or she is watching that area, Jessica has an 85% chance of appearing.

A luck roll discloses a small swatch of blue gingham cloth in or near the Checkley mausoleum.

Jessica is four feet, eight inches tall, and very strong for her size. Her body is little decayed, not noticeable until face to face. Her left big toe is missing. Light scratches cover her back, buttocks, and legs. Her eyes show only the whites; her tongue has withered and dried to a stub; orange earthworms tunnel her flesh, emerging from her nostrils and ears. Rotting fragments of a blue gingham dress cover her neck and shoulders; no other garments clothe her.

**JESSICA, Age 9**

STR 12 CON 14 SIZ 8 DEX 6 POW 1

Move 7 HP 11

**Damage Bonus** +0

**Weapons:** Bite 60%, damage 1D4

Claw 50%, damage 1D4*

**having successfully bitten, Jessica holds on with her teeth and uses both hands to Claw.*

**Armor:** none, but physical weapons do half damage; impaling physical weapons do only 1 point of damage to CON.

**Skills:** Hide 45%, Stalk 50%.

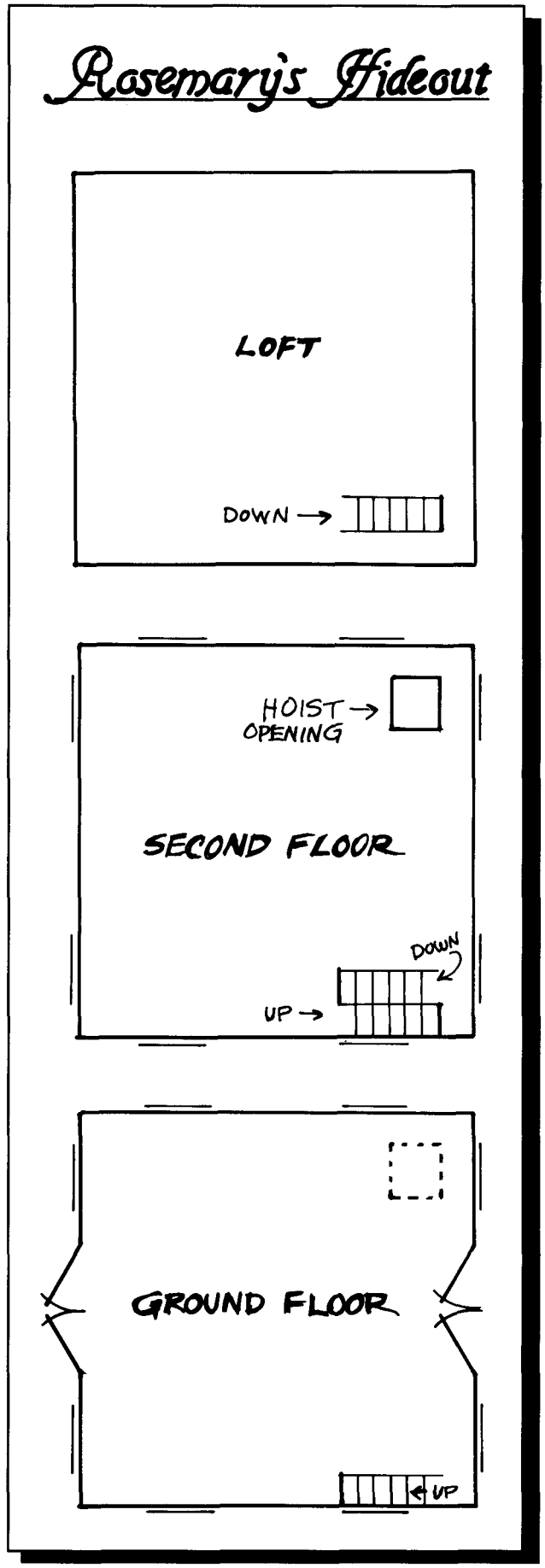
**Sanity Cost:** 1/1D8 SAN.

**Notes:** When CON is brought to zero, the zombie disintegrates. As appropriate to the keeper, many spells have no effect. Damage to zombies can be described as exploding heads, severed arms, holes through torsos, and so on, but the undead thing keeps on coming until CON reaches zero. Splattery results smearing investigator faces may call for additional Sanity losses.

## Conclusion

The investigators must fail the intention of the assignment—no additional jewelry or treasure exist with which to enrich Checkley's heirs.

Whether or not those distant heirs pay for such valueless news is up to the keeper; the per-diem sum involved is



likely to exceed $200. Collection should be difficult if the heirs do not live in Massachusetts, though the investigators may gain an ally for the future in the lawyer who hired them, who also goes unpaid.

Investigators who decide to hunt down Marquis involve the keeper in a new scenario, which he or she must design; delay the transition until the investigators receive positive word from out-of-town sources. Anne Rice's books frequently evoke a New Orleans gothic and decadent, offering powerful ideas and provocative detail. Investigators might also catch up to Marquis aboard a train or on ship. His importance, statistics, magical potency, and possible connection with the New Orleans Cthulhu cult must be determined by the keepers who accept this challenge.

Responsible investigators may have made a useful friend in Detective Harrigan, and have probably encountered several important Arkhamites. If the keeper believes that investigator actions and results have been impressive over-all, allow them 1D4 percentiles Credit Rating (but see below). If the keeper can distinguish by means of Credit Rating awards between worthy and ignoble deeds, take this opportunity, rewarding some investigators but not others.

Though blatant murder of children is not something Arkham wishes to promote, the coroner's examination of their bodies reveals profound and astonishing changes in their tissue chemistry, rendering sealed testimony that the unidentifiable children were inhuman, perhaps demonic. The inquest ends in thanking the investigators for having performed their Christian duty, and the police and legal system are satisified.

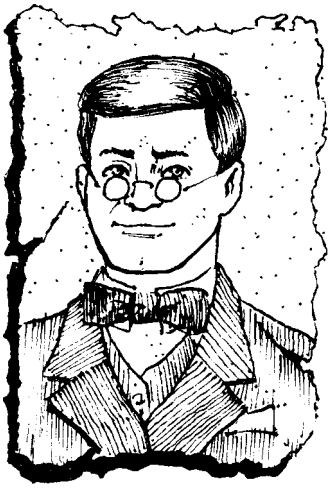
Nonetheless, if involved in one or more inquests only through word of mouth, the investigators receive no Credit Rating increases. It's always better not to be talked about in a small town.

Destroying one or more zombie-children is worth 1D6 SAN each to those in the fights. Capturing them brings the same reward, with the bonus of no inquest interfering with Credit Rating increases.

# Player Handouts

*Distribute and photocopy as you see, for personal play only. Note that the Frank Charlton illustration for "A Little Knowledge" appears only here, and not in the text.*

Note: pages 152, 154, 156, 158, 160 are missing, but are mainly blank - they only show the label for the handout.



*Frank Charlton*

## Checkley's Diary, excerpt

My package arrived today from London. The two books I received were in even better shape than hoped for. I am ever grateful to Mildred for approving this expense. The two volumes will certainly improve the library, plus they appear to contain much information pertaining to my problem.

One, the *Nyhargo Codex,* translates carvings found on an ancient wall in central Africa. The accuracy of this translation has been a cause of merriment in academic circles, but too much relates to Haitian voodoo for it to be the imaginings of a crank. Unanswered questions surround the author's sudden death. It is said that he was the only one who knew the location of those dark and mysterious ruins.

Then there is the *Dhol Chants.* It is fairly technical and I know little about music. Still, it may contain something of interest.

*DEAD #4: CHECKLEY'S DIARY*

permission granted to photocopy for personal use

## FIREBALL OVER ARKHAM

### Interplanetary Visitor Startles Our Town

### By Dr. Morris Billings

*Department of Astronomy, Miskatonic University*

A rare spectacle visited Arkham last night at about 1:15 A.M. It was a fireball, a meteor large enough possibly to have burnt its way through our atmosphere and come to rest on earth. Observers as far away as Portland and Framingham reported seeing the flaming path.

Our visitor may have left evidence of itself! For how you can help find it, read further in this article.

Those fortunate enough to have seen the event commented upon the subtle greens and golds of its fires. Some heard low whistlings or hissings; one man in Nashua heard explosions at some distance.

Bolides, commonly known as fireballs, usually break up when approaching the surface of our earth. Very rarely, a meteorite is large enough and fast enough to leave behind a large hole (or crater) when it strikes the earth.

A very large such formation is thought by some to exist near Winslow, Arizona. Residents may recall the great fireball of 1913, which was seen disintegrating along a path from Saskatchewan to the island of Bermuda.

Many meteors fall toward earth, but few survive the terrible jolts and frictions caused by colliding with our atmosphere. Those which do survive offer important scientific knowledge about our solar system, and perhaps about its history.

### Fireball-Hunters Wanted

I am arranging a search for fragments of last night's fireball. To avoid duplication of effort, and to receive special instructions, interested citizens should contact me at the Department of Astronomy at Miskatonic University to receive their search assignments. We especially hope that owners of automobiles can volunteer.

Speed in finding remnants of the bolide is imperative, since each passing hour increases the chance of contamination from the natural elements. Volunteers will be told how to look for fragments, and assigned areas in which to search, in order to avoid duplication of effort.

Discovered meteorites will be placed on exhibit at the University, with full credit given to discoverers. I recently saw the collection of the Naturhistorischen Hofmusuem, in Vienna, Austria, and the effect is one which would make Town and University proud.

*HILLS #1 NEWSPAPER ARTICLE: FIREBALL OVER ARKHAM*

## Skeleton Found in Checkley Manor

*Police Suspect Foul Play*

### By Roberta Henry

Demolition of the Checkley mansion was halted yesterday by the discovery of a skeleton hidden behind a brick wall in the basement.

The house, at 633 Noyes, once an Easttown landmark, had been nearly leveled when workmen broke through a basement wall and discovered the remains beyond.

Police removed a single skeleton and some personal effects, under the direction of Arkham Medical Examiner, Dr. Ephraim Sprague. Dr. Sprague has stated that he believes the skeleton to be that of an elderly woman, but no identification has been made.

Cloth fragments and jewelry were also found.

Additional bone fragments are rumored to have been located in the basement, stories which the police will neither confirm nor deny. A spokesman for Beckworth Development Co., which ordered the demolition, indicated that the company has suspended demolition, pending completion of the official investigation.

The previous owner of the home, Jason Checkley, last descendant of the Arkham Checkleys, died last week at St. Mary's Hospital following a heart attack.

This reporter has learned that the Checkley fortune had dwindled, and that the mansion had been sold to Beckworth Development two years ago, for an undisclosed sum. According to Beckworth, the agreement allowed Checkley to live out his remaining years in the manor.

Police have questioned Willard Crossman, friend of and now executor of Jason Checkley's effects, in connection with the find. Crossman himself is presently hospitalized at St. Mary's Hospital, recuperating from a stroke. Doctors have refused requests for an interview.

— Arkham *Advertiser.*

*DEAD #1 NEWSPAPER ARTICLE: SKELETON FOUND IN CHECKLEY MANOR*

permission granted to photocopy for personal use

## A New School In Arkham

Director Jason Checkley today announced the opening of an institute dedicated to the study of spiritualist phenomena, the Checkley Institute for Psychic Research.

Housed on the second floor of 623 Brown Street, the center contains an 5000-volume library, study space, and a small lecture hall.

Guest rooms, as yet uncompleted, offer living quarters for visiting students and lecturers.

—Arkham *Advertiser,* Aug. 28, 1917

## Psychic Institute Closes

The Checkley Institute for Psychic Research today closed its doors at 623 Brown Street.

Co-Directoress Mrs. Andrew Estheridge castigated the increasingly atheistic temper of the times while announcing that some furnishings would be auctioned to pay pending Institute debts.

The founder of the Institute, Director Jason Checkley, will retain certain portions of the Institute library.

Arkham *Advertiser,* Nov. 23, 1920

*DEAD #2 NEWSPAPER ARTICLE: NEW SCHOOL IN ARKHAM/ PSYCHIC INSTITUTE CLOSES*

## Checkley's Diary, excerpts

**Aug 7, 1905:** Marsella has agreed. I could ill afford the $500 she said she needed. She claims to know how to bring my beloved children back to me. The staff has been dismissed for the next few days and I have prepared the basement room as she instructs.

**Aug 8, 1905:** Most hideous of days! When I realized what she had done I lost my mind with rage. I closed my hands around her neck and wrung it like one of her chickens. When I regained my senses, she was dead. Thank god I can count on Willard's help.

**Aug 9, 1905:** The coffins were interred today in our mausoleum. Too many deaths these days for people to be interested. I must figure out what to do with *them.*

I've hidden Marsella's body, along with her tools.

**Aug 10, 1905**: Their appetites are tremendous. I feed them regularly but they show no signs of trying to communicate with me. I don't feel I can trust them.

**Aug 11, 1905:** I have chucked the servants and had them remove their belongings. While those three dwell in the basement, I must have absolute privacy. I also intend to panel that wall of the basement in order to hide the entrance to their chamber.

**Aug 12, 1905:** One attacked me today. It was Adam. As I picked up a food bowl, he rushed at me from behind. It was only by luck that I managed to fend him off and escape the room. I shall be forced to treat them like wild animals.

**Aug 13, 1905:** Perhaps the three are redeemable. The secret to their recovery may be hidden at hand. I will devote the rest of my life to saving them. From this day on I shall speak no more of them in this book.

## Checkley's Testament

*January 1, 1906*

I, Jason Checkley, take full responsibility for the death of the negro servant called Marsella. Victimized by her in a terrible way, I lost control and strangled her with my own hands.

In my basement I have left three things—dangerous things—that should be destroyed. Although they look human, they are not. Take no pity of them. The surest way of destroying them can be found on page 284 of a book called the "Nyhargo Codex". This book is contained in my library.

May God have mercy on my soul.

(signed) Jason Checkley.

*DEAD #3: CHECKLEY'S DIARY/CHECKLEY'S TESTAMENT*

# Event 2

## Ghost Spotted in Harper's Woods

Three people have recently reported seeing a ghost prowling Harper's woods, just north of town. All three sightings were made after midnight by lone drivers.

One, Brian Fosworth, an employee at Benson's Market, was so startled by the apparition that he nearly tumbled the market's delivery truck into Harper's Brook.

Stories have long been told of sacred Indian grounds within the woods.

In the past, "ghosts" often have been reported in the area, but usually a young boy with a sheet is discovered to be the culprit and the matter is put to rest.

Really now, young man, it's too early for Halloween pranks!

Arkham *Gazette*

*DEAD #5:: EVENT 2*

permission granted to photocopy for personal use

## Event 3

### Robbery Attempted at Police Station

An unidentified man last night forced his way past the duty sergeant and attempted to enter the property room at the rear of the Arkham police station.

Another officer entering the building tried to detain the man, but the culprit fled to the street.

The malefactor is described as a Negro, slender, bald, and about six feet in height.

Chief Nichols asks citizens who see this man or who know of his whereabouts to contact the police immediately.

— Arkham *Advertiser*

*DEAD #6: EVENT 3*

## Event 4

### Vandals Defile Cemetery

Last night one or more persons unknown entered Christchurch Cemetery and unearthed a recently-buried coffin. When discovered this morning, the coffin was fully exposed, the dirt heaped up around the outside of the grave.

The casket seal were damaged in several places but apparently frustrated the attempt to open the coffin.

Groundskeeper assure the public that the beloved in question has been safely and securely replaced in peace.

Police have no suspects. They noted that fraternity hijinks traditionally occur in the fall.

— Arkham *Gazette*

*DEAD #7: EVENT 4*

## Event 5

### Transient Injured in Attack

A man identified only as 'Joe' was admitted early this morning to St. Mary's, suffering lacerations of the face and neck.

At 3:57 A.M., police found the man running down River Street near Garrison, screaming for help. No pursuer was seen. He was quickly rushed to emergency treatment.

Joe claimed to have been attacked by a pale young girl who first tried to kiss him and then bit him on the throat.

The man could give no address. Police surmise that the indigent, sleeping it off in an alley, was attacked by a wharf rat or stray dog.

—Arkham *Advertiser.*

*DEAD #8: EVENT 5*

## Event 6

### Warehouse Murder

Laborers arriving on the job discovered a man's body near the Lucky Clover Cartage Co. early this morning.

The coroner indicates that the man was a victim of violence, placing probable cause of death either from shock or loss of blood.

Though unconfirmed, wounds on the victim's face and throat were rumored to be so severe as to obscure most features.

Police investigation continues.

Arkham *Advertise)*

*DEAD #9: EVENT 6*

## Event 7

### Mystery Incident at Police Station

Constable Robert E. Logan, a constable of exemplary record and of long service to Arkham's police, was found this morning at 5 A.M. in a semi-coherent state at the station.

Police also report that the property room had been entered, but they are unsure if anything is missing.

Constable Logan was on duty at the time. For the moment, police are treating the incident as an internal matter, but no one has anything but praise for Logan. Readers may recall that last year he valiantly rescued two foolish young men from the depths of the Miskatonic.

The stricken officer is presently in St. Mary's Hospital undergoing tests.

—Arkham *Gazette*

*DEAD #10: EVENT 7*

## Event 8

### Atrocity at the Borden Arms

Police were summoned to the Borden Arms Hotel this morning when housemaid Ruby Rankowitz found vile and blasphemous remains in a third-floor room.

Shockingly, officers found a pair of severed human hands wrapped in a piece of cloth. Dr. Sprague indicated that the hands had been severed from an undetermined corpse about a week old.

Investigation was prompted by the remains of a dismembered goat strewn about the room; walls and ceiling were painted with undecipherable symbols.

Police believe the renter of the room, a Dr. Marquis, has fled Arkham.

The renter is described as a tall, distinguished-looking Negro. The man is said to speak with a French accent, and is apparently well-educated.

—Arkham *Advertiser*

*DEAD #11: EVENT 8*

permission granted to photocopy for personal use

## Student Missing On Camping Trip

Richard Cardigan, a Junior at Miskatonic University, remains missing today, apparently the victim of a camping accident.

Fellow camper Henry Atwater was discovered early Sunday morning wandering the streets of west Arkham, suffering from amnesia, and is currently hospitalized.

The young men left Arkham Thursday, to return on Saturday.

Police located the campsite beside the river a half mile northwest of Cabot Road, hut found no trace of Richard Cardigan. A search for the missing student was abandoned till tomorrow when a violent thunderstorm erupted. Police and volunteers plan to search again tomorrow.

More volunteers are welcome and are requested to meet after day-break at the Cabot Road dead-end. Cabot road runs north off the Aylesbury Pike about three miles northwest of Arkham.

### Atwater's Condition

Though physically well, Atwater suffers from amnesia and has been entered in Arkham State Sanitarium. Doctors foresee a full recovery.

Police hope he can soon add details to their knowledge, and help locate the missing Cardigan. They speculate that the youths may have been struck by lightning Friday evening, and fear that Cardigan may have been seriously injured.

— Arkham *Gazette*

*CONDEMNED #1 NEWSPAPER ARTICLE: STUDENT MISSING ON CAMPING TRIP*

## Thaumaturgical Prodigies, excerpt

Another man thought leagued with the devil was one Sermon Bishop, of Bad Water Road in Arkham, along with his fellow-wizard, Richard Russel. This Russel lived in Arkham as well, at the western end of what we know now as Main Street. The two were said to worship a demon which lived beneath the ground, and that they had pacted with the devil and could not die.

Among those alive today some remember Sermon Bishop, who was among Arkham's first settlers, and they swear that he never aged in all the long years he resided here. His wicked pact, they say, only left Bishop stooped and bent in consequence. Witnesses also tell of both men's evil doings in burial plots, attempting blasphemical resurrections.

Arkham citizens rose against him, and some say kidnapped and killed him, burying the body in the forest or sacking and weighting it down into the Miskatonic, in A.D. 1752. Russel fled, and was not heard from again.

*CONDEMNED #3 THAUMATURGICAL PRODIGIES: EXCERPT*

## Ethan Williams' Booke of Thoughts, excerpt

*November 16, 1814*

Memories of Bishop plague me still. Though of our Band all are now dead before me, Bishop is but Sealed Away.

I have once more beheld Bowen Bridge and examined our craftsmanship thereto. The column stands strong and the sigil that we chiseled into the stone is intact and bright.

Still, I fear the years to come, for fear of Sermon Bishop's great curse upon our Seed and his venjance there against. And yet more I dread my soul's judgement before Heav'n, as Punishment for the contractilities I spoke to bind that wizard. Having taken his Carnamagos Booke, it fell to me to call upon the Powers he favoured. Treating with such Powers has stained my heart, and left me fearing all matters quizzical, foreign, and dark. So much fearing, never did I dare read nor speak the Forbidden Words and to call upon the Name, though doing so likelied our oppressor's final death and true dissolution.

*CONDEMNED #2 WILLIAM'S BOOKE OF THOUGHTS: EXCERPT*

## A History of the Arkham Township, excerpt

...Another such individual was the hunchback Sermon Bishop who, like earlier relatives, was accused of witchcraft. This man lived on the western outskirts of town, on Hill Street (then called Bad Water Road), and was thought a powerful wizard. Rumors of his activities gave rise to grave suspicions, and crop failures and dry cows were often blamed on him. Bishop disappeared one night while returning home from a visit to Dunwich and was never seen again. Rumors flew that the Devil had finally come and taken him away. The sheriff conducted what all agreed was a thorough investigation but no suspects were ever brought to trial. Though he likely was the victim of foul play, Bishop's body was never found.

*CONDEMNED #5 HISTORY OF THE ARKHAM TOWNSHIP: EXCERPT*

*permission granted to photocopy for personal use*

## Bishop's Bridge Burns

The covered bridge that once crossed the Miskatonic four miles upriver is no more. In the last week's thunderstorms, the aging structure was struck by lightning which burned the roof and most of the decking and timbers

Thought to have been built around 1750, only the central stone support and the approaches now exist. The Sheriff has closed the road.

Originally Bowen's Bridge, after the prosperous farmer who built it, folks later began calling it Bishop's Bridge.

Locals say that the bridge has attracted lightning strikes. The structure had lately grown so decrepit that the County closed it to horses and wagons.

There is visible from the south side of the river a symbol decorating the stone of the still-standing central support, of unknown meaning and origin.

Little needed these days, the bridge probably will not be rebuilt.

**EMINENT ARKHAMITES**

## A Continuing Series by E. Lapham Peabody

### Sermon Bishop, Wizard

In the mid-18th century, Sermon Bishop was rumored a witch and thought to be responsible for misfortunes suffered by farmers west of Arkham. Other, darker words were whispered of him, but never aloud.

Elihu Phillips, a neighbor, frequently argued with Bishop. When Phillips' daughter was born with a twisted leg, the farmers were sure Bishop was responsible. One night, as Bishop returned from a visit to Dunwich, Phillips and six other men captured him and bound him, and hung with a magical sigil round his head.

Bishop, they said, had used a terrible book to treat with a great demon, dealings that left the wizard's body bent and crippled. In compensation, Bishop could not die.

Rendered helpless by the sigil, the seven carried Bishop north to the Miskatonic, and there cemented him into the hollow of a stone bridge support while the bridge was under construction. They marked the stone support with the same sign which bound Bishop, hoping thereby to imprison the wizard forever.

Although the wizard's seven enemies were among those the sheriff questioned, no one was ever charged.

The wooden roof and walls of the bridge fell into disrepair in the later 19th century. In 1901 a powerful lightning bolt struck and burned both spans, and the bridge was never rebuilt. Only the foundations and the central support remain, a few miles west of town. The sign, as folks indicate, is chiselled into the stone of the central support, and can be seen today, keeping us all safe from this wizard!

My particular thanks to Mrs. Nina Williams Hope of Arkham, who supplied information important to my tale.

— Arkham *Advertiser*

*CONDEMNED #4 NEWSPAPER ARTICLES: BISHOP'S BRIDGE BURNS/EMINENT ARKHAMITES*

## The Crumpled Letter

*Klausenburg, Trans.*

*September 14*

To the Keen-witted Ser. B., my Greetings & c.,

Since yr. Failures multiply in calling Back that which you mention, may perhaps the saltes are imperfect, like a multitude be, or the calling was made wrong but I pass no comfort to you, for in the recalling of men from their essences my victories are sore limited, though the gains of that few be great.

The Treader of the Dust askes payment dearer than gold, and there be other Pracktices to forestall Death. Hold not inconsiderate the enmitie Binding him to you, and his memory is beyond this World by other writings no longer to hand this inst., and whereof also Alliance fails just when declared and acted upon with vigor.

To yr. desire in yrs. of March 18, the Pnakotic Manuscript alas through carronades of exclamation does hint toward and subtly render Beings much Resembling the one you sum. If the things be brothers, yours antedates even the mountains and the seas of this world. Leave it sleeping, unless you desire Rankorous Turn-Dizzy amongst your neighbors.

Please, if obtaining the results you hope for, contact SS. in Salem and J. Cur. in Providence and tell them.

H.

*CONDEMNED #6 CRUMPLED LETTER*

## A Note On Foolscap

Ser. Bishop,

I fear your absensce for manie days proves death at the hands of Phillips and his connivers. How they have defeated the Treader tokens a conundrum I dare not guess, but their Powers must be great, and so I flee.

If you have been Delayed, and not Slain, my lettres to S.O. in Salem and J.C. of Providence notify my destination, so let not our correspondents fail to acquaint you of me, for they have their owne Reasons to speak riddles.

Bookes and papers of Value I take; lesser essays to our central Purpose have been carried to the river and given over to the Resident. The current Resurrection, still lyving in most parte, I kill't today with a horse pistol as too heavy to cart. I have also collaps'd the entrance at Parson's Point.

I trust to continue our partnership into Truths Ultimate, beyond night and day as we have bespoken..

Russel

***CONDEMNED #7 NOTE ON FOOLSCAP***

*permission granted to photocopy for personal use*

# ARKH

## MASSACHU

CARTOGRAPHY BY H
G. DIZ

©1928 by ARKHAM CHAM

HIGH LANE

BENNET'S LANE

W. WATER ST.

MISKATONIC

RIVER

W. RIVER ST.

AYLESBURY PIKE (to DUNWICH)

AYLESBURY ST. (to Bolton & to Boston via 97)

N. WEST ST.

HIGH LANE

W. ARMI

W. HIGH LN.

W. WATER ST.

JENKIN ST.

BRO

JN ST.

# HAM

## CHUSETTS

BY H. P. LOVECRAFT &
DIZEREGA

CHAMBER of COMMERCE

MASSACHUSETTS HIGHWAY 1 to Newburyport & Innsmouth

W. DERBY

E. DERBY

E. DERBY ST.

W. CURWEN

JENKIN ST.

GEDNEY ST.

N. GARRISON ST.

N. PEABODY AVE

DYER ST.

FEDERAL

E. CURWEN ST.

W. HYDE ST.

E. HYDE ST.

INDEPENDENCE SQUARE

FEDERAL ST.

WHATLEY ST.

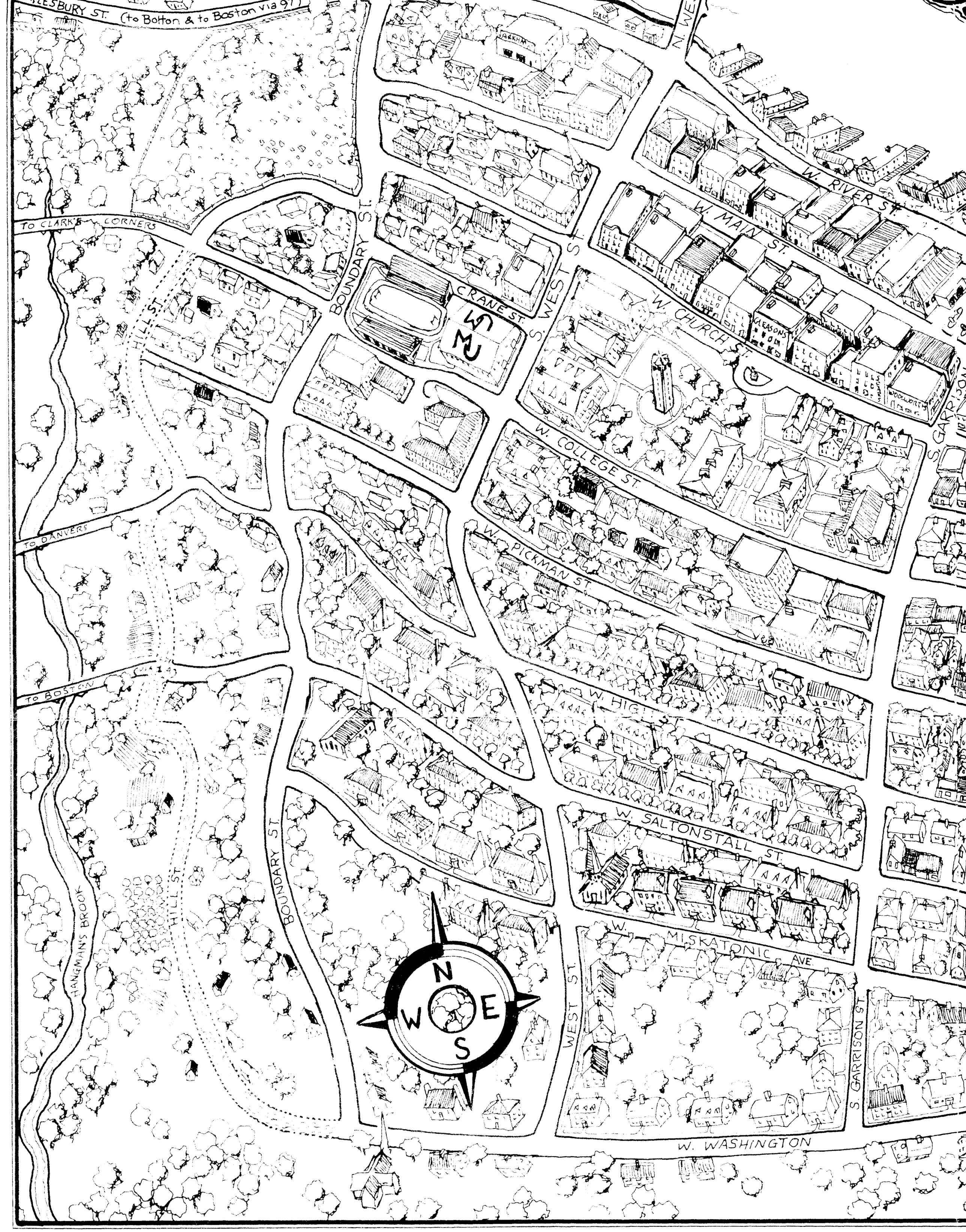
NOYES ST.

E. ARMITAGE ST.

E. ARMITAGE

E. HIGH LN.

E. WATER ST.


ESBURY ST. (to Bolton & to Boston via 97)
TO CLARK'S CORNERS
TO DANVERS
TO BOSTON
HANGMAN'S BROOK
HILL ST.
BOUNDARY ST.
CRANE ST.
WEST ST.
W. CHURCH ST.
W. MAIN ST.
W. RIVER ST.
W. COLLEGE ST.
W. PICKMAN ST.
W. HIGH ST.
W. SALTONSTALL ST.
W. MISKATONIC AVE.
W. WASHINGTON
S. GARRISON ST.
JAKEMS
WOOLWORTH
N
W
E
S

E. WATER ST.

N. GARRISON ST.

N. PEABODY. AVE

E. RIVER ST.

N. PARSONAGE

E. MAIN ST.

ESSO

EAST CHURCH ST.

S. PEABODY AVE

S. POWDER MILL

S. FRENCH HILL ST.

N. MAIN

N. SENTINAL

N. EAST ST.

LICH

S. PARSONAGE ST.

EAST COLLEGE ST

WALNUT ST.

S. SENTINAL ST.

E. SALTONSTALL

E. HIGH

E. MISKATONIC AVE.

S. EAST ST.

S. FRENCH HILL

S. SENTINAL

E. WASHINGTON

(TO KINGSPORT)

# ARKHAM

## MASSACHUSETTS

CARTOGRAPHY BY H. P. LOVECRAFT & G. DIZEREGA

©1928 by ARKHAM CHAMBER of COMMERCE

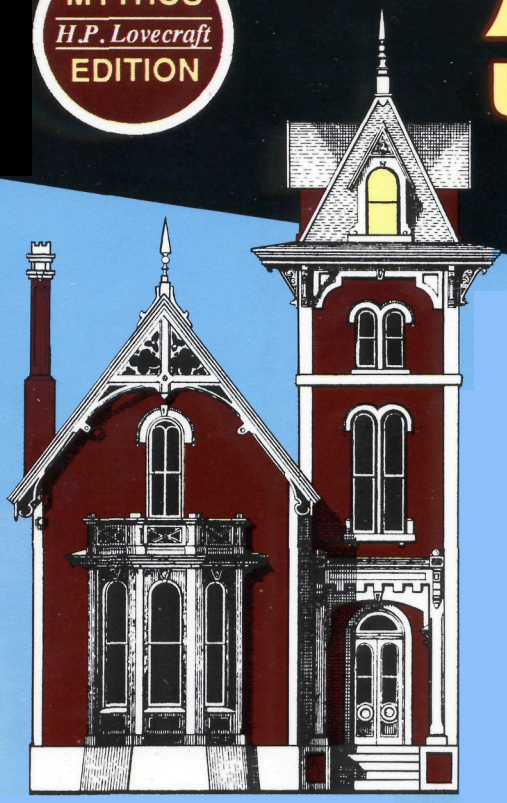
HIGH LANE
BENNET'S LANE
W. WATER ST
MISKATONIC RIVER
W. RIVER ST
AYLESBURY PIKE (to Dunwich)
AYLESBURY ST. (to Bolton & to Boston via 97)
TO CLARK'S CORNERS
TO DANVERS
TO BOSTON
HANGMAN'S BROOK
HILL ST
BOUNDARY ST
CRANE ST
S. WEST ST
W. CHURCH ST
W. COLLEGE ST
W. PICKMAN ST
W. HIGH ST
W. SALTONSTALL ST
W. MISKATONIC AVE
W. WASHINGTON
W. MAIN ST
W. ARMITAGE ST
W. HIGH LN.
W. HYDE ST
W. CURWEN ST
W. DERBY ST
BR. JN ST
JENKIN ST
GEDNEY ST
N. GARRISON ST
N. WEST ST
N. PEABODY AVE
DYER ST
E. DERBY
E. DERBY ST
MASSACHUSETTS HIGHWAY 1 to Newburyport & Innsmouth
E. CURWEN ST
INDEPENDENCE SQUARE
FEDERAL ST
WHATLEY ST
NOYES ST
FALSE ST
E. HYDE ST
E. ARMITAGE
E. ARMITAGE ST
E. HIGH LN.
E. WATER ST
E. RIVER ST
E. MAIN ST
N. GARRISON ST
N. PEABODY AVE
N. PARSONAGE ST
EAST CHURCH ST
S. PARSONAGE ST
S. PEABODY AVE
S. POWDER MILL
S. FRENCH HILL ST
S. SENTINAL ST
N. MAIN
N. SENTINAL
N. EAST ST
S. EAST ST
EAST COLLEGE ST
WALNUT ST
E. SALTONSTALL
E. MISKATONIC AVE.
E. HIGH
E. WASHINGTON
S. GARRISON ST
S. PARSONAGE ST
S. PEABODY AVE
S. POWDER MILL
S. FRENCH HILL
S. SENTINAL
S. EAST ST
(to INNSMOUTH)
N
W
E
S

2325

MYTHOS
*H.P. Lovecraft*
EDITION

# ARKHAM UNVEILED

***The Faces & Places of Arkham***
***Four Terrifying Adventures***
***Fold-Out Players Map***



## Hamlet of Horror!

Arkham is a small town along the Massachusetts coast — the setting favored by author Howard Phillips Lovecraft in his tales of monstrous horror.

All in all a quiet place, Arkham is best-known as the home of Miskatonic University, an excellent school becoming known for the collection of esoteric and disturbing volumes residing in its library's restricted collection. These tomes form the foundation of all current efforts to thwart the dire desires of the Mythos legion.

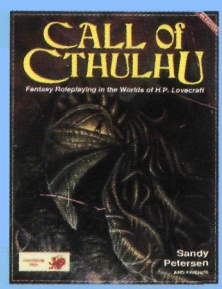
*"Behind everything crouched the brooding, festering horror of the ancient town ... the changeless, legend- haunted city of Arkham, with its clustering gambrel roofs that sway and sag over attics where witches hidfrom the King's men in the dark, olden days of the Province."*

*"It was always a very bad time in Arkham . . . . "*

—H.P. Lovecraft

*ARKHAM UNVEILED* contains extensive background information about this New England town — written to be used by serious investigators as a base from which to further explore the mysteries of the Cthulhu Mythos. Pertinent buildings, useful people, and important locations are described in depth. A 17x22" Players Map of Arkham is bound into the back, and four new, thrilling adventures complete the package. These sinister tales make full use of the background materials and provide the utmost challenge to the players' roleplaying and investigatory skills.

**Cthulhu and its supplements have won nearly twenty best-of-class gaming awards. Editions include French, German, Italian, Japanese, and Spanish.**




*Call of Cthulhu* is a roleplaying game based on the works of H. P. Lovecraft, in which ordinary people are confronted by the demonic 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. *Arkham Unveiled* presents background information and a sequence of ready-to-play adventures.

**#2324 — 4th EDITION**

51795
9 780933 635623
0190-2325CH17.95
ISBN 0-933635-62-1

CHAOSIUM INC.

MEMBER OF GAMA THE GAME MANUFACTURERS ASSOCIATION

CALL OF CTHULHU® is Chaosium Inc.'s trademarked roleplaying game of horror and wonder.

For a free catalog of Chaosium books and games, write to:
**ChaosiumInc.**
**950-A 56th St.**
**Oakland CA 94706.**

***For CALL OF CTHULHU.***
Can you say
***kuh-THOOL-hoo?***