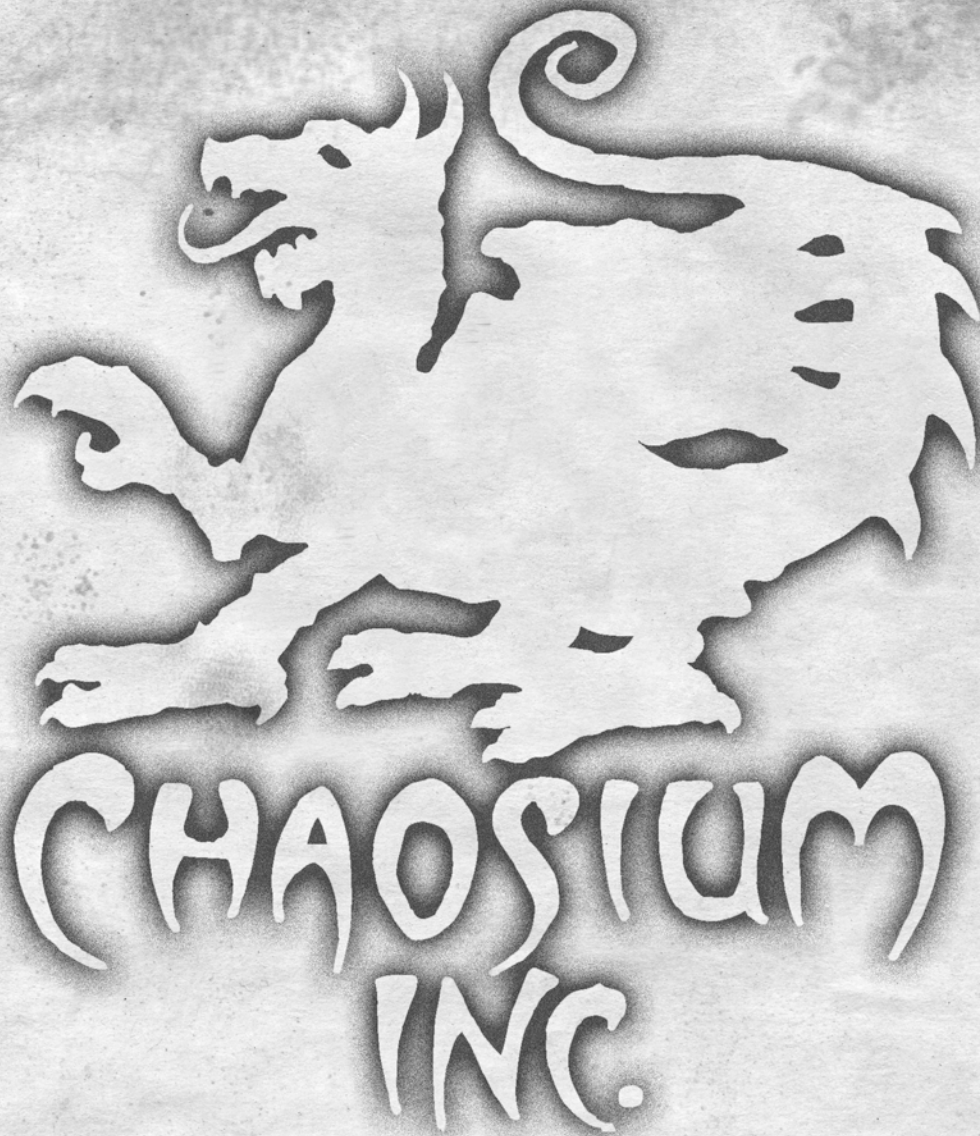


ARKHAM NOW

REVISITING THE LEGEND-HAUNTED CITY

**BRIAN COURTEMANCHE
AND MATT SANBORN**
WITH SUMPTER, ANTUNES
AND CHRISTENSEN





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WELCOME TO ARKHAM

ARKHAM NOW

REVISITING THE LEGEND-HAUNTED CITY

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INTRODUCTION

This book, like so many publications in the role-playing game industry, has been a labor of love to write for your enjoyment and use. Even so, the authors felt a sense of trepidation in creating it: after all, it updates to modern times the famous and fabled city of Arkham, about which so much has been written by many talented and diverse hands. And of course, both the principal authors of this book hold in highest esteem the original *Arkham Unveiled* (since retitled *H.P. Lovecraft's Arkham*), penned by Keith Herber. We were very aware as we wrote each line of *Arkham Now* that many *Call of Cthulhu* players would be looking to Herber's original to measure the present effort. We hope this latest Arkham for the 21st century will fill readers with a sense of fun and wonder in some measure approaching Herber's original. Certainly our own copies of *Arkham Unveiled* are dog-eared, cola-stained, and spine-creased after many years of use; it is our hope that the present book will be similarly exposed to years of use by those who enjoy the *Call of Cthulhu* role-playing game.

We have made a conscious effort to make this book as timely as possible; rents, mortgages, salary rates, and the like are left purposely vague since these things change as years go by - this is no longer a city frozen in time, but yours to move into the future. Any of this information will be common knowledge to the Keeper, or easily found online. This should allow the book to stay relevant for many years.

Both principal authors of this work live and work in the heart of Lovecraft Country — we are trying to give the reader a feel of what this part of the world looks and feels like now; which is nothing like when Lovecraft took bus tours through the area. This is not a place that Howard would have enjoyed, with the urban sprawl devouring everything in sight. Massachusetts' liberal bent in all matters political and social would likely unnerve the staunch conservative from Providence. He would have felt more an "outsider" than ever before.

As with *Arkham Unveiled*, use as much or as little of the town as you would like. Even with the suburban sprawl of modern times, there is still plenty of open space and creepy little corners for anything that you can come up with, feel is missing, or occurs after this book is published. The authors wish to thank Lynn Willis and Chaosium for offering us the opportunity to pen this work, Keith Herber for giving us such a wonderful 1920s Arkham to inspire us, Sandy Petersen for creating the game we so enjoy, the old gentleman H.P.L. himself for starting this Cthulhu Mythos business in the first place, and of course our fellow *Call of Cthulhu* devotees, wherever you are.

See you in Arkham!

Brian Courtemanche and Matt Sanborn
Lovecraft Country, Massachusetts

Introduction

Welcome to Arkham

ORIENTATION

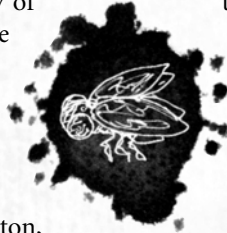
Most residents believe there is only one horror lurking in this legendary haunted town – the urban sprawl slowly eroding Arkham's old New England beauty. Rushing by neon signs and mega-marts on a quest to obtain more material possessions, almost no one has time to notice the more disturbing, underlying qualities of the city – the grotesque vegetation sprouting in some places, the sometimes odd taste from the reservoir's drinking water, the disturbingly high rate of birth defects, the too frequent child abductions.

Those who begin to make inquiries are usually scoffed at by citizens, rebuffed by local and state officials. The truly brave have continued to put the pieces together, posting their thoughts on the Internet. Many of these individuals drop off from cyberspace eventually – often due to the effects some of these discoveries can have on one's mental health.

Though they would never admit it, many of the long time residents of Arkham know there is something not quite right about their town...

LOCATION

A short drive 40 minutes northeast of Boston, Arkham is located along state Route 1-A, itself an exit off highway Route 128. Route 128 in Massachusetts is synonymous with industrial and commercial growth, as well as occasional traffic gridlock. The highway has transformed small, placid, classic New England towns such as Arkham into busy suburbs cluttered with modern commercial architecture and business concerns. Much of Arkham's semi-rural charm and colonial ambiance has been forever lost to the march of progress and the drone of highway traffic. Boston's Logan International Airport serves as the region's gateway to the world, although smaller personal and corporate aircraft make regular use of the nearby Arkham and Beverly airfields. The MBTA (Massachusetts Bay Transportation Authority) runs six trains daily to Arkham during weekdays, and two during the weekend.



ARKHAM SINCE THE 1920s

The Great Depression of the 1930s crushed upon New England much like it did to the rest of the country. Hundreds of textile and manufacturing jobs vanished and factories were closed overnight in some cases. Daily wages plummeted for those who could maintain some form of employment; many Arkhamites lost their homes and businesses. President Roosevelt's WPA programs did boost the economy; several public schools were built and retaining walls were constructed along portions of the Miskatonic River.

By the time of the Second World War, Arkham was on its way to a full recovery.

Empty factories reopened as munitions and equipment plants for the war effort, employing hundreds. Most of Arkham's young men served in the war; those who survived the conflict gained valuable skills and a drive to build themselves and their communities upon their return to civilian life. Many took advantage of the G.I. Bill to earn degrees at Miskatonic University, reaping the benefits of higher education. Higher incomes meant better professions and higher wages; small ranch style homes began springing up in the suburbs that were rapidly replacing the farms and woodlands surrounding downtown Arkham.

Arkham's growth remained steady with the rest of the country for the next two decades through the Sixties and Seventies. In February of 1978, under a full winter moon, a brutal north-eastern blizzard hit the northeast, bringing Massachusetts to a virtual standstill. Arkham lost its power for two days and the public schools remained closed for two weeks. Many of Arkham's antique homes and buildings sustained damage to their roofs; basements flooded as pipes froze then burst. Three people were killed by the storm, four elderly people died of malnutrition, and three babies were born at home over that amazing half-month period. Governor Michael Dukakis declared a state of emergency. Highways were shut down and only essential public safety personnel were allowed on the streets. Plowing began once the snow stuck to the ground, but stopped after whiteout conditions came upon the Commonwealth quickly. Anyone who can remember the storm now stocks heavily for the slightest dusting. Grocery stores are always packed with shoppers before any report of snow.

Arkham and neighboring communities were considered a Federal Disaster Area, receiving millions of dollars in funding. This stimulated an economic rebirth and the city began to grow rapidly. Business began to arrive; adroit maneuvering by the mayor at the time, John Ryan IV, lured early software companies to town and connected them with the University. Most of the

city's technological advances spring from the University thanks to this move.

POPULATION TODAY

Presently Arkham has 24,587 full time residents; with a population of over 30,000 when Miskatonic is in fall and spring session. Over five hundred students spend the summer in town, rooming in designated campus dormitories. They are employed by the University, staffing offices, landscaping the campus, and performing other odd-jobs for low pay and free housing.

WHAT'S NEW IN TOWN

There's plenty of new in Arkham now: Civic Center, T-Stop, Shopping strips, malls and mega-marts, more streets, and a lot more traffic. Most of these additions are sucking the very soul out of the city. The city also seems to have way too many streetlights; and it seems every one of these lights has a homeless or unemployed person underneath them, selling papers or trying to wash car windows during stopped traffic.

ATMs

Money machines are ubiquitous throughout the downtown; many of the larger stores have ATMs inside. Individuals withdrawing from machines not owned by their bank will almost always be charged a transfer fee.

COBBLESTONES OF ARKHAM

Arkham was originally built for horse and buggy; streets are twisting and narrow yet still run two ways, leading routinely to interesting automobile maneuvers and mishaps. Many of the roads are asphalt poured over the original cobblestone streets. Many potholes appear each spring; depending on the town's financial situation, they may or may not be filled. It is not uncommon to discover the cobblestones themselves popping up through the streets and even more often, the sidewalks. Local garages make good money replacing automobile suspension parts, and a few twisted ankles are credited to the cobblestones downtown every year.

MASSACHUSETTS WEATHER

In almost no other part of the country are the seasons so defined, dramatic, and beautiful. Spring is mild, gentle and life blooms brightly anywhere one looks. Summer is hot, oppressive and verdant, with spectacular thunderstorms bombarding the valley several times a summer. Autumn is the most vividly splendid season as the region's world-renowned foliage earns its reputa-

tion – spectacular patches of auburn, crimson, bright orange and golden yellow leaves hang from the trees from mid-September until mid-October. By early November all these trees are barren and take on an eerie feel carried over from the Halloween season. Winter is dazzling with its deeply brutal cold, the skin-reddening winds, and the brilliantly bright blizzards that occur a minimum of three times during the season.

A hallmark of New England's weather is its sudden changeability: temperature rises or drops of 30 degrees in an hour are not unknown; fierce storms at mid-day give way to brilliantly sunny skies by late afternoon, and vice versa. An old saying in the region has much truth: "if you don't like the weather, wait a minute."

WINTERFEST AND SPRING CARNIVAL

Gone now are the traditional Winterfest and Spring carnivals, which were annual traditions for almost a century. There is very little interest with this type of community activity anymore, and by 1999, the town ended both as another cost cutting measure. Following the examples of other Massachusetts towns, Winterfest is being considered for return by the city council.

COST OF LIVING

Transplants to this part of the country are often shocked and dismayed by the high cost of living in Massachusetts: about 40% above the national average; home prices within this region go for as much as 50% above the national rates. The closer one gets to Boston, rates rise accordingly. Massachusetts, while often picturesque and soaked with history, is seldom cheap. On starting salaries, many young Arkhamites can't afford to live in the town they grew up in.

EMPLOYMENT

The explosion of big-box super-stores and national chains popping up all over town mean that finding a job here is fairly easy. Finding meaningful, well-paying, self-respectful employment is another story. Many Arkhamites who make a decent living ride the train into Boston to their workplace, or drive as much as an hour each way to a well-paying job.

CRIME, CRIMINALS, AND EVIL

Like any good-sized New England town, Arkham has crime. The weekly police blotter published in the Advertiser typically lists arrests stemming from drug possession, drunken driving, and domestic disputes.

Occasionally a more shocking crime occurs, such as a suicide or stabbing or rape. Internet crimes such as illegal gambling, possession of child pornography, or solicitation of minors over the Web are still rare but are on the rise in Arkham. Many of Arkham's youth are fairly affluent, and know where to acquire booze and illegal drugs, leading to problems.

The town has its share of undesirables, some known to authorities while others hide well behind an insulating veneer of power or respectability. Some of them you will meet in the pages that follow.

ILLEGAL DRUGS IN ARKHAM

The drug of choice in town, as throughout the country, is marijuana. The ripened female buds of the cannabis plant give the user a feeling of comforting bliss when consumed, along with auditory hallucinations, the distortion of time, and fits of mad laughter. The drug is not for everyone however. Some people may experience side effects ranging from mild paranoia to catatonia to hysterical and uncontrollable laughter. The most usual unpleasant side effects are a parched mouth and dry eyes.

Occasionally the locally infamous Arkham Bud - grown secretly near the town reservoir - gives people an incredibly long and hallucinatory high. Staring out into the river is a particular fascinating experience during these times. The buds of this plant are an odd shape and have a weird purplish hue, with many thin leaves jutting off near the stem. This particular type of marijuana is very popular with professors and students alike at M.U.

LSD is always a favorite with students and young adults. This drug has the penchant for opening up the mind to the dream waves of the Old Ones. More than one individual has gone mad from the nightmares that forced their way into sleeping world.

A NOTE TO KEEPERS

If any of this information conflicts with the setting you have established in your own Arkham campaign, alter what is written here to your history. (For example, if Pin Liou has died, buildings have burned down, the Keziah Mason witch cult is gone, massive disasters have occurred, Laban Shrewsbury is dead, etc. - so be it. We have tried to leave this book open enough that you will be able to alter things easily).

All that follows below is for the eyes of Keepers only.

THE EVIL COVEN

Following the destruction of the Witch House (and the magical gate therein) in 1931, the immortal witch Keziah Mason was barred from entering this world. Left

leaderless, her coven eventually dispersed. Recently, however, a foolish mortal has successfully undertaken the task of re-opening the gate that allows Keziah to return.

The thirteen present coven members are: leader Keziah Mason, Rachel Stratton, Edward Atkins Johnston, George Atwell, Brian Dexter, Elizabeth Olney, Ralph Piper, Elijah Blood, Daniel Hinckley, Vincent Barron, Charles Fletcher, Joshua Osborne and Jennifer Tilstrom.

RACHEL STRATTON, graduate student, age 23

STR 9 CON 12 SIZ 11 INT 16 POW 13
DEX 13 APP 15 EDU 19 SAN 25 HP 12

Damage Bonus: none.

Weapons: none.

Spells: Create Gate.

Skills: Archaeology 40%, Astronomy 20%, Cthulhu Mythos 10%, Hide 70%, History 80%, Library Use 85%, Listen 65%, Occult 45%, Persuade 75%, Sneak 70%, Psychology 65%, Spot Hidden 65%.

Rachel is a graduate student at Miskatonic University, specializing in Early New England folklore. During a study of the Witch House, she stumbled across information pertaining to the gate that allowed Keziah Mason entry into this world. Drawn to the notion, Rachel became obsessed with the idea until, finally, she succeeded. Initiated into the newly-resurrected coven, her cult name is Nominon.

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+db.

Spells: Contact Nyarlathotep (at will, and without cost of magic points), Create Gate, Dread Curse of Azathoth, Enchant Pipes, Shrivelling, Summon/Bind Hunting Horror, Summon/Bind Servitor of the Outer Gods, Voorish Sign, Worms.

Skills: Astronomy 50%, Cthulhu Mythos 85%, Estimate Gate 85%, Fast Talk 70%, Hide 65%, History 50%, Kidnap 60%, Occult 70%, Organize Cult 80%, Persuade 85%, Pharmacy 75%, Poisons 75%, Psychology 50%, Sneak 30%.

Sanity Loss: 0/1D4.

Keziah wasted no time in re-organizing her coven. Her cult name is Nahab. Keziah can drag victims into other space/times against their will (POW vs. POW on the Resistance Table).

BROWN JENKIN, Keziah Mason's loathsome familiar

STR 3 CON 5 SIZ 3 INT 14 POW 12
DEX 18* EDU 3 SAN 0 HP 4

*has four tiny human hands in place of paws.

Damage Bonus: -1D6.

Weapons: Bite 80%, damage 1D2.

Skills: Gnaw 65%, Hide 85%, Listen 70%, Scuttle 75%.

Sanity Loss: 0/1D4 Sanity points to see Brown Jenkin.

Never far from Keziah's side, the thing known as Brown Jenkin performs errands for its crone mistress, often in the capacity of spy and messenger.

EDWARD ATKINS JOHNSTON, bank president, age 46

| | | | | |
|--------|--------|--------|--------|--------|
| STR 13 | CON 11 | SIZ 12 | INT 15 | POW 16 |
| DEX 10 | APP 13 | EDU 16 | SAN 80 | HP 12 |

Damage Bonus: +1D4.

Weapons: Knife 75%, damage 1D4+2+db.

Fist/Punch 80%, damage 1D3+db.

Spells: Create Gate, Dread Curse of Azathoth.

Skills: Accounting 70%, Bargain 45%, Conceal 65%, Credit Rating 75%, Cthulhu Mythos 10%, Fast Talk 45%, Own Language (English) 90%, Persuade 65%, Psychology 45%, Sneak 40%.

Edward Johnston is the great grandson of William Danvers Johnston, Keziah Mason's lieutenant in 1928. Johnston is 46 years old, and president of the Arkham National Bank. His cult name is Nimorup.

DANIEL HINCKLEY, firefighter, age 32

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

Damage Bonus: +1D4.

Weapons: Axe 60%, damage 1D6+1+db.

Crowbar 55%, damage 1D8+db.

Spells: Create Gate, Dread Curse of Azathoth.

Skills: Climb 75%, Electrical Repair 35%, First Aid 55%, Hide 30%, Jump 35%, Listen 45%, Locksmith 40%, Mechanical Repair 60%, Operate Heavy Machinery 55%, Sneak 35%, Spot Hidden 45%.

His cult name is Vovall.

ELIJAH BLOOD, musician, age 21

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

Damage Bonus: +1D4.

Weapons: Fist/Punch 65%, damage 1D3+db.

Kick 45%, damage 1D6+db.

Guitar Smash 60%, damage 1D6+db.

Spells: Create Gate.

Skills: Bargain 40%, Climb 50%, Electrical Repair 40%, Fast Talk 35%, Listen 60%, Mechanical Repair 40%, Sneak 30%, Persuade 45%, Play Guitar 70%, Psychology 45%, Sing 45%, Spot Hidden 40%.

Elijah plays lead guitar for the Cane Toads. His cult name is Apollyon. He thinks he has the coolest-sounding cult name of all the coven members.

RALPH PIPER, maintenance man, age 57

STR 13 CON 15 SIZ 15 INT 15 POW 12

DEX 13 APP 12 EDU 13 SAN HP 15

Damage Bonus: +1D4.

Weapons: Fist/Punch 75%, damage 1D3+db

Grapple 60%, damage special.

Spells: Create Gate, Dread Curse of Azathoth.

Skills: Climb 60%, Computer Use 15%, Electrical Repair 70%, Electronics 40%, Locksmith 55%, Mechanical Repair 80%, Operate Heavy Machinery 55%, Spot Hidden 50%.

Piper works for Miskatonic University's Facilities and Property Management Office. His cult name is Cassiel.

ELIZABETH OLNEY, homemaker, age 37

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

Damage Bonus: none.

Weapons: Bite 45%, damage 1D3.

Spells: Create Gate, Dread Curse of Azathoth.

Skills: Accounting 40%, Bargain 55%, Conceal 65%, Credit Rating 50%, Drive Automobile 55%, First Aid 50%, Listen 60%, Persuade 40%, Psychology 55%, Sneak 40%, Spot Hidden 50%, Swim 40%.

Olney's husband is an insurance broker. Her cult name is Kimaris.

BRIAN DEXTER, bus driver, age 34

| | | | | |
|--------|--------|--------|--------|--------|
| STR 13 | CON 13 | SIZ 14 | INT 12 | POW 12 |
| DEX 14 | APP 10 | EDU 12 | SAN | HP 14 |

Damage Bonus: +1D4.

Weapons: none.

Spells: Create Gate, Dread Curse of Azathoth.

Skills: Accounting 60%, Drive Bus 80%, Electrical Repair 60%, Listen 55%, Mechanical Repair 60%, Navigate 50%, Persuade 55%, Psychology 45%, Spot Hidden 55%.

His cult name is Stolas.

GEORGE ATWELL, undertaker, age 28

| | | | | |
|--------|--------|--------|--------|--------|
| STR 10 | CON 10 | SIZ 15 | INT 15 | POW 10 |
| DEX 14 | APP 11 | EDU 16 | SAN | HP 13 |

Damage Bonus: +1D4.

Weapons: none.

Spells: Create Gate, Dread Curse of Azathoth.

Skills: Accounting 60%, Bargain 55%, Biology 60%, Chemistry 40%, Conceal 55%, Credit Rating 65%, Drive Automobile 60%, Persuade 65%, Psychology 55%, Spot Hidden 65%.

Atwell works as a mortuary assistant at Wickman's Funeral Parlor. His cult name is Orax.

VINCENT BARRON, punk, age 19

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

WELCOME TO ARKHAM

Damage Bonus: +1D4.

Weapons: Fist/Punch 75%, damage 1D3+db

Broken Bottle 50%, damage 1D6+db

Head Butt 35%, damage 1D4+db

Baseball Bat 50%, damage 1D6+db.

Spells: Create Gate, Dread Curse of Azathoth.

Skills: Bargain 30%, Climb 65%, Fast Talk 50%, Listen 50%, Psychology 30%, Sneak 35%, Spot Hidden 50%, Throw 35%.

Barron's cult name is Agares. Barron is essentially homeless and wanders Arkham's streets causing trouble. He is the "loose cannon" of the coven and may find himself unpleasantly eliminated if he steps over the line and compromises the group.

CHARLES FLETCHER, dentist, age 52

| | | | | |
|--------|--------|--------|--------|--------|
| STR 10 | CON 11 | SIZ 13 | INT 16 | POW 14 |
| DEX 11 | APP 11 | EDU 19 | SAN | HP 12 |

Damage Bonus: none.

Weapons: none.

Spells: Create Gate, Dread Curse of Azathoth.

Skills: Accounting 60%, Bargain 55%, Chemistry 20%, Credit Rating 65%, First Aid 80%, Library Use 75%, Medicine 65%, Persuade 65%, Pharmacy 60%, Psychology 55%, Spot Hidden 75%.

Fletcher's cult name is Goap. Fletcher hates rival dentist Arvin Franklin (entry 126) and schemes to eliminate "the little freak" using his occult powers.

JOSHUA OSBORNE, shipping clerk, age 28

| | | | | |
|--------|--------|--------|--------|--------|
| STR 14 | CON 14 | SIZ 15 | INT 12 | POW 12 |
| DEX 11 | APP 10 | EDU 11 | SAN | HP 15 |

Damage Bonus: +1D4.

Weapons: Axe 45%, damage 1D8+2+db.

Fist/Punch 75%, damage 1D3+db.

Spells: Create Gate, Dread Curse of Azathoth.

Skills: Accounting 35%, Bargain 30%, Climb 65%, Drive Truck 55%, Electrical Repair 35%, First Aid 55%, Jump 50%, Mechanical Repair 45%, Natural History 45%, Operate Heavy Machinery 45%.

Osborne's cult name is Furcas.

JENNIFER TILSTROM, fearful crone, aged almost 100

| | | | | |
|-------|-------|--------|--------|--------|
| STR 4 | CON 5 | SIZ 7 | INT 12 | POW 16 |
| DEX 7 | APP 6 | EDU 11 | SAN | HP 6 |

Damage Bonus: -1D6.

Weapons: none.

Spells: Create Gate, Dread Curse of Azathoth.

Skills: Mumble Fearfully 88%, Regret Life Decisions 73%, Stare Morosely 94%.

Now in the extreme twilight of her long life and - Keziah Mason notwithstanding - the only surviving member from the coven's activities in the 1920s, Miss

Tilstrom never married and now lives in a nursing home. Her mind is quite gone, and she spends most of her time hunched in an oversized institutional chair, staring vacantly out the window, saying "My name is in his book" over and over again. Her cult name is Yula; if she is addressed by this name, Miss Tilstrom shrieks "He howls forever in darkness!" and lapses into a catatonia from which she never recovers.

ARKHAM'S GHOULS

As more bodies fill the ground of Arkham, more ghouls come to dine. Gibbering and meeping, they continue clawing out their labyrinthine tunnels into the town's newer cemeteries. Reaching the coffins from below, the violations go undetected by those standing just a few yards above. The older cemeteries have been picked clean, but packs of these creatures do return there from time to time, looking for a new carcass to defile.

Ghoul tunnels run for miles underneath Arkham and for untold miles beneath the surrounding landscape. Packs of ghouls will occasionally travel some distance for a ritual or ceremony, quite often to Dunwich (some 50 miles away). These monsters always return to Arkham, feeling the pull of some instinct or energy indescribable and unknowable to sane humanity.

Very infrequently the ghouls will take a mentally vulnerable human into their confidence, in the hopes of gaining an ally. If it does not work out, the human may become just another meal. Those humans who do attain ally status typically perform favors for their "friends," the ghouls. In return, the ghouls may provide such things as material wealth plundered from tombs, secrets "from beyond the grave" the ally may use as blackmail, covert elimination of the ally's perceived enemies, etc. If at any point the ally becomes a liability to the ghouls, the "friend" is quickly abandoned or eaten.

Presently working at the Miskatonic University Medical Center (formerly St. Mary's Teaching Hospital) is Dana Minahan, a maternity ward nurse who is afflicted with ghoul taint. Over her 15 years of employment she has swapped human babies with ghoul children six times without incident. One family drastically affected by her actions is the Sheppards (see entry 807 and the scenario "You've Got Meal" for more information).

AVERAGE ARKHAM GHOUL

| | | | | |
|--------|--------|--------|--------|--------|
| STR 16 | CON 13 | SIZ 13 | INT 13 | POW 13 |
| DEX 13 | APP -- | EDU -- | SAN-- | HP 13 |

Damage Bonus: +1D4.

Weapons: Claws 30%, damage 1D6 + db.

Bite 30%, 1D6 + automatic worry.

Armor: firearms and projectiles do half of rolled damage; round up any fraction.

"I DUCK INTO THE NEXT PLACE ON THE LEFT..."

Sometimes Investigators will wish to step into a random store or location to avoid being followed, or loiter before an appointed meeting, or just get out of the rain. When this happens, the Keeper can roll on this handy list of random locations. Although random encounters are the bane of Call of Cthulhu, sometimes the Keeper needs a random location, fast. This table should meet that need:

1. Chain coffee/doughnuts shop with drive-through
2. Bookstore (large chain store or small independent)
3. Chinese food restaurant
4. Mexican restaurant
5. Office supply store
6. Card/gift shop
7. Laundromat
8. Footwear store
9. Discount clothing store
10. Temporary employment agency
11. Parcel delivery service storefront
12. Fast food burger restaurant
13. Ice cream shop
14. Candies & gifts shop
15. Convenience store
16. Grocery mart (small) or supermarket (large, chain)
17. Mobile communications storefront
18. Furniture store
19. Hardware store
20. Travel agency
21. Vietnamese restaurant
22. Bar/pub
23. Daycare center
24. Walk-in medical clinic
25. Accountants office
26. Law office
27. Dentist office
28. Doctors office
29. Martial arts studio
30. Health club/gym
31. Pizza parlor/deli
32. Chiropractors office
33. Electronics suppliers
34. Gas station & mini-mart
35. Auto mechanic
36. Upholstery shop
37. Plumbing supplies
38. Art supply/crafts/framing shop
39. Notary Public/Justice of the Peace
40. Insurance office
41. Driving school
42. Cash advance/loans office
43. Auto parts supply
44. Italian restaurant
45. Car dealership (small or large)
46. Men's clothiers
47. Women's fashion clothiers
48. Health food store
49. Women's yoga/fitness center
50. Toy store
51. Bakery
52. Billiards parlor
53. Sporting goods store
54. Chain "family fare" sit-down restaurant
55. Liquor/beer/package store
56. Small trendy eatery
57. Magazine/newsstand/smoke shop
58. Pet store
59. Butcher shop
60. Asian grocery
61. Chain steakhouse
62. Secondhand clothing store
63. Military recruiter's storefront office
64. Jewelers
65. Bank/credit union
66. Fitness equipment store
67. Ticket agency
68. Motel (small) or hotel (large)
69. Model trains/hobby shop
70. Kitchen and home supplies
71. Seafood restaurant
72. Architects office
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78. Barber/hair salon
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84. Dance studio
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86. Wallpaper, paint, & flooring supply
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96. Self-storage facility
97. Yard & garden supply
98. Tree removal service
99. Photography studio
100. Office building

Spells: at Keeper's option, ghouls may know as many spells up to their intelligence score.

Skills: Arkham's Buried Secrets 50%; Burrow 75%; Climb 85%; Hide 60%; Jump 75%; Listen 70%; Scent Decay 65%; Sneak 80%; Spot Hidden 50%.

NYARLATHOTEP IN ARKHAM

In the guise of the Black Man of the Woods, the God of a Thousand Faces would appear to local witches during the town's early history. For unknowable reasons, he periodically manifests in Arkham; his last appearance in town was the summer of 1933.



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Advertisements in town newspapers ran for weeks before a man named Nyarlathotep was set to speak on "Modern Inventions and A Look to the Future." Over 300 men packed into the Manley Theatre on a sweltering July night. The bizarre visitor showed the hopeful and very unsuspecting audience sights of war, disease and violence the likes of which their minds could barely manage to accept. Fueled by intense, inexplicable rage, the men rioted against the speaker, who managed to disappear in the mayhem.

Town, and then State Police were called in to help settle the town when the rampage took to the streets. Windows were smashed, cars overturned, people beaten. The resulting damage of 12 hours of street violence: 2 civilians dead, 2 policemen killed, 149 serious injuries, 42 arrests.

An arrest warrant was filed against the speaker in absentia; Arkham may be the only place in the world where Nyarlathotep was wanted for a crime.

MYTHOS INVESTIGATORS IN ARKHAM

There are not many Mythos fighters in America today, but if you need to find one, Arkham is the place to look first. For decades the Miskatonic Valley has been the home to those few cursed men and women who stand against universes of maddening terrors. Several of these possible allies are scattered throughout the city and this book.



ARKHAM – A TRAVELLER’S GUIDE

NORTHSIDE

The land rises steadily from the river here, peaking on Derby Street. Houses here range from still-habitable early 18th century salt-boxes to modern, oversized single-family homes.

These latter dwellings, derisively called “McMansions” by those who do not live in them, often rob a fine view of the Miskatonic River from neighboring smaller homes.

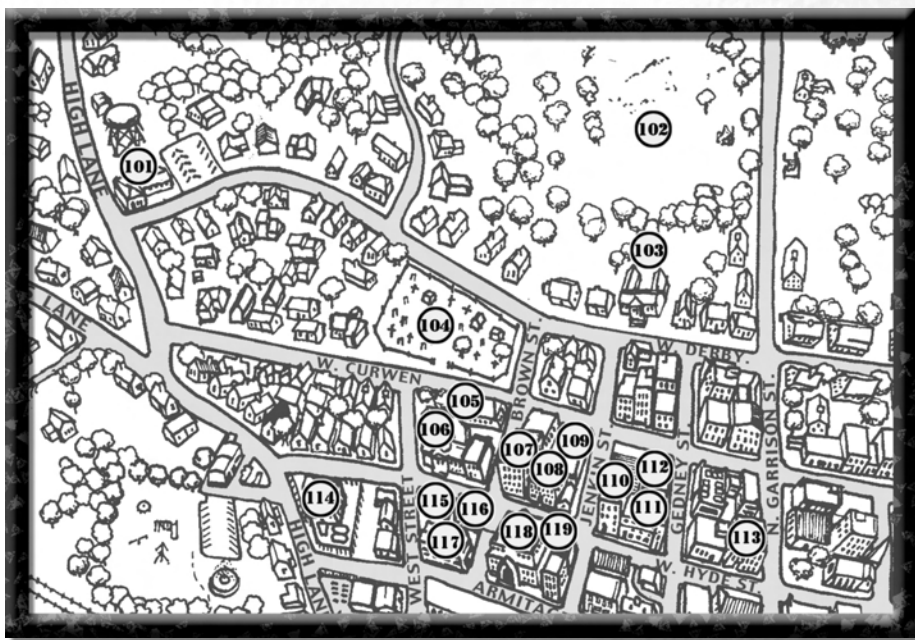
The old commercial district south of Curwen Street is slowly dying; most of the professional companies are moving to more trafficked locales throughout the city.

101) PUMPHOUSE BEERWORKS

560 WEST DERBY STREET

This popular establishment takes its name from the old water tower and pump house that stood on the site, derelict, for decades after the advent of the town reservoir. A suspicious blaze burned down the pump house in 1971, leaving only the 60-foot high water tower to collect rust and graffiti. A decade ago, young entrepreneur - and beer enthusiast - Randy Adams bought the site, restored the now-empty water tower, and rebuilt the pump house, enlarging it to accommodate 200+ customers. The Pump House Beerworks was born.

After years of business, the Pump House has its name emblazoned in bright blue paint on the water tank's silver side, and the microbrewery features a dozen billiard tables in an oversized loft that overlooks the main tap room and a small stage area



Northside Map, Entries 101 - 119

Northside

where local bands play on weekends. The establishment thrives on these two days, with pretty waitresses in tight black tops sporting the slogan "Get Pumped" serving up a wide variety of appetizers and sandwiches and (of course) many varieties of domestic and imported beer. The house brew is "Keziah's Best," a pumpkin-spiced ale served in mason jars.

102) POTTER'S FIELD

945 NORTH GARRISON STREET

The town's old "pauper's grave," is almost completely filled up - at least it appears that way from the surface. For decades ghouls plundered from below the ground, leaving almost no coffin unmolested.

It is a lonely place, virtually abandoned at sundown. Odd noises can be heard sometimes late at night, but no one seems to stay around long enough to identify or locate their origins.

Though no longer known for this fact, Herbert West made use of this graveyard many decades ago for his reanimation experiments. For many years after those events, even the groundskeepers could feel an eerie, but unreal, presence in the lot.

Scenario Hook:

Rabbi Sagan hires the Player Investigators to determine once and for all, is there a ghost in the temple or merely some prankster?

103) CONGREGATION BET VE SHALOM

192 WEST DERBY STREET

For years after meeting in various locations all around Arkham, the local Jewish community finally had a real synagogue upon taking ownership of the long-deserted Appley Mansion. The community paid back taxes, added a wing, tore out rotted paneling and refurbished the interior to be a bright, inviting place. The congregation was much less successful in removing the ghost of Bartholomew Appley IV, who still roams the house, confused as to why all these people are still partying in his house and why he can't find his bedroom.

The ghost is most active after the Saturday 6 p.m. service, when he is wont to join the "party-goers" in his home. Occasionally loud crashes or a muffled bark of giddy laughter momentarily interrupts services.



Benjamin Sagan

Temple-goers after the Saturday evening service sometimes return to the parking lot to find their car missing. Whoever is stealing the cars drives them only a few hundred yards from the lot before ditching them curbside.

At first the congregation suspected a bigot or malcontent who did not want the Temple to find a permanent home; now the Rabbi is starting to have his doubts



H S de Cemetery

and is more than a little spooked. Most of the time, the community chalks up these prankish annoyances to just that - an annoyance - and continues their community life.

BENJAMIN SAGAN, rabbi and community leader, age 46

STR 12 CON 11 SIZ 12 INT 14 POW 17
DEX 16 APP 15 EDU 19 SAN 85 HP 12

Damage Bonus: n/a.

Skills: Accounting 40%, Archaeology 20%, Art (Clarinet) 45%, Bargain 35%, Computer Use 25%, Credit Rating 45%, Drive Automobile 25%, First Aid 35%, Hide 25%, History 60%, Law 20%, Library Use 65%, Listen 50%, Occult 25%, Other Language (Hebrew) 80%, Persuade 60%, Psychology 55%, Russian 30%, Spot Hidden 35%, Swim 35%.

BARTHOLOMEW APPLEY'S GHOST

INT 15 POW 9 HP 11 Move 10

Weapon: none.

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

Spells: none.

Sanity Loss: 1/1D6 SAN.

104) HILL SIDE CEMETERY

498 WEST CURWEN STREET

Consecrated in 1956 and bordered by High Lane, West Derby Street, Brown Street, and West Curwen Street, the grounds are enclosed by a tall iron-wrought fence with main gates opening on West Curwen Street. Crawling up the grassy hills, hundreds of leaning tombstones appear ready to crumble, looking much older than their actual age. Trees lean at odd angles, their outstretched limbs casting great black shadows, giving the place a perpetual feeling of night-time.

Heavy rains have caused tree roots to sprout out of the ground like tentacles, and footing here is always treacherous. A gravel road winds around the hill, with a turn-around at the top. The subterranean ghouls have taken their fair share of meals from here, but there are plenty of coffins still to be defiled. There is no surface entrance to the underground tunnels from here - graves are desecrated from below.

105) MASONIC LODGE

679 BROWN STREET

The Masons meet every third Monday of the month, except in the summer. Members may purchase identifying rings, bumper stickers, shot glasses, t-shirts and other merchandise here. Women and all non-members are strictly forbidden from entering the main hall of the Masons

which is upstairs. During the meetings, a Masonic guard is placed in front of each of the two entrance doors.

To join one must ask or be asked by a current Mason. Then the petitioner must declare belief in a deity, that he has an open mind, and promises never to discuss what goes on at the meetings with other non-Masons, or outside the lodge. The candidate is then nominated at a meeting, and voted upon. Almost never is the candidate declined entrance into initiation.

Over the next three months the candidate must pass certain tests to attain membership; not everyone will complete this process. Once membership is gained, the candidate becomes a Master Mason and remains so for life. He holds no more or less power than any other member regardless of seniority or position. All men are equals in the Masonic Hall. Funerals for impoverished members will be taken care of by the fraternity. Modest dues are collected yearly; those who cannot afford them will be given their membership card regardless.

Once initiated, the entrant must sign a large book, containing the names and dates of every member. The first name in this book is Ezekiel Marsh, dated 1763.

106) JENKIN PUBLIC SCHOOL

188 WEST HYDE STREET

In continuous operation since it was built in 1917, the school has received numerous repairs, expansions, and upgrades in its long service to Arkham's children. The building is an unremarkable rectangle of red brick and cement surrounded by play yards and a small athletic field.

107) GUARDIAN APARTMENTS

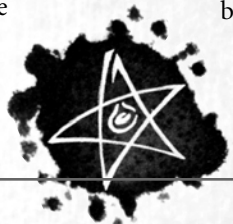
622 BROWN STREET

Still looking much like it did when it was finished in 1925, this building now sports wi-fi connection, free cable and air conditioning. The rent is quite high, even for this area, but it is regarded as one of the best apartment buildings in town, especially as it is directly across from the Arkham Civic Center.

108) ARKHAM GAZETTE

603 GEDNEY STREET

The Gazette went from being a daily to a weekly newspaper twenty years ago, when it moved to its new building. From its former glory days as a conservative voice of Miskatonic Valley affairs, it now exists as a community "shopper," covering local items of questionable interest ("Senior Center Hosts Cub Scout



Troop," "Recycling Days are Here," "Kitten Walks Backwards," etc.) and providing display ads and coupons.

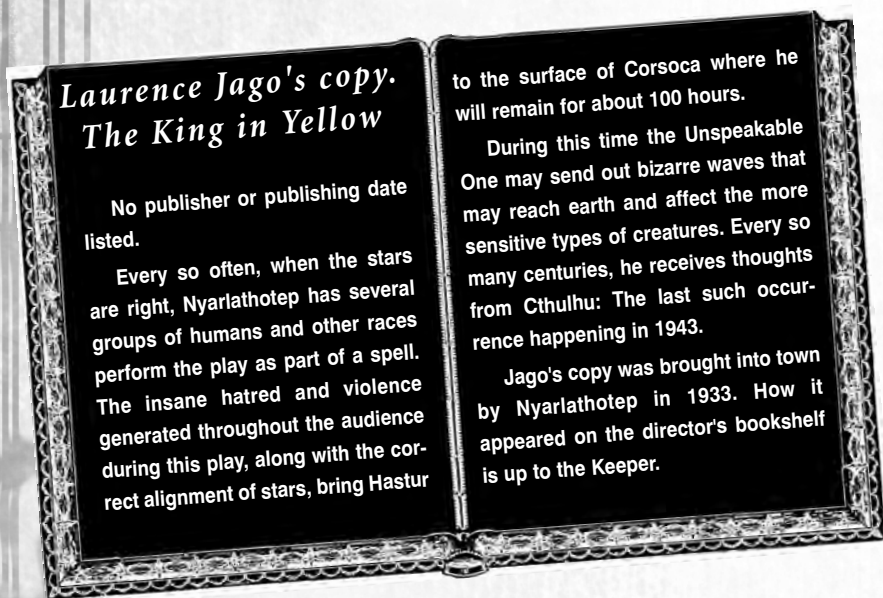
The basement archives hold a near-complete run of the Gazette, with older editions providing substantial items of local history. Of special note here are the columns of local writer Willard Peck on the civic life of Arkham and surrounding communities during the time.

Peck's articles are an unequaled source of all-but-forgotten town lore (Two successful **Library Use** rolls to unearth useful information).

109) MANLEY THEATRE

71 JENKIN STREET

The Arkham Stage Company is still around, performing in the Manley Theater. The troupe is



anonymously funded each year by a Massachusetts lottery winner. Over the past few decades, thanks to interest from many college students, the company has been moving into more abstract fare. Most of these plays are written by someone in house as a way to save on having to pay for the rights to the play.

Older Gilbert and Sullivan shows did very poorly at the box office, (even for this theatre's standards), pushing the older-school members to the back, as younger and more progressive artists entered the fold. The theatre has also seen many gay-themed plays draw considerable crowds over the past decade.

In 1933, during the depths of the Great Depression, an individual calling himself a Nyarlathotep put on an exhibition of magic and electricity that sent the crowd screaming for the exits. Very little is known about this event, as there are advertisements in old newspapers

leading up to the show, but no reviews published afterwards. No one present at the lecture is still alive.

Several months ago head director Lawrence Jago found a copy of *The King in Yellow* tucked away in one of his bookshelves. Jago could not recall placing it there or ever seeing it before, but became fascinated with this unsettling piece. He is contemplating putting it on the stage at the theatre next October, (if he can figure out the script).

LAWRENCE JAGO, theatre director, age 43

STR 8 CON 16 SIZ 16 INT 15 POW 15
DEX 9 APP 9 EDU 13 SAN 85 HP 16

Damage Bonus: none.

Weapons: none.

Skills: Accounting 40%, Art (Directing) 65%, Bargain 65%, Credit Rating 25%, Fast Talk 68%, First Aid 35%, Hide 15%, Library Use 29%, Listen 20%, Persuade 64%, Psychology 35%, Spot Hidden 35%, Writing (Play) 55%.

Jago is a good mannered, rotund man whose one and only love is the theatre. He is considered a progressive director and scriptwriter, whom many local thespians enjoy acting for. Jago is a large fan of France's infamous *Grand Guignol*, and is trying to work up a set of his own morbid morality plays for a Halloween show. Recently, he is becoming very intrigued by a copy of *The King in Yellow*.

110) MARSH & ASSOCIATES

622 GEDNEY STREET

Still the most reputable legal and accounting firm in Arkham, Marsh & Associates handles taxes, wills and estate management, title searches, and personal finances. They are also very expensive, commanding fees on par with the best Boston legal firms.

The firm's head is the respected, dignified, and very shrewd legal brain resting inside the skull of Arnold Marsh. He has quietly amassed a fortune by leveraging the law for clients eager to obtain and retain what is rightfully – or questionably – theirs. More than one heir has lost their portion of an inheritance to a greedy cousin or sibling thanks to Marsh's skills. The lawyer, therefore, has enemies.

Marsh is getting older and dreams of writing a best-selling crime novel. Though a brilliant estate lawyer, he knows little of the criminal underworld and even less about publishing.

ARNOLD MARSH, lawyer, age 58

STR 8 CON 16 SIZ 13 INT 17 POW 17
DEX 10 APP 11 EDU 23 SAN 85 HP 15

Damage Bonus: none.

Weapons: none.

Skills: Accounting 40%, Bargain 95%, Computer Use 45%, Credit Rating 85%, Fast Talk 88%, First Aid 35%, Hide 25%, History 60%, Law 90%, Library Use 89%, Listen 50%, Persuade 92%, Psychology 65%, Spot Hidden 65%.

111) JOKER'S MOTLEY COSTUME COMPANY

621 NORTH GARRISON STREET

Located conveniently around the block from the Manley Theatre, the Arkham Stage Company is the Joker's Motley most steady customer. Halloween also sees a brisk business in the store. Almost any type of costume is available, or will be located elsewhere and delivered within a few days. Fake blood, detailed prosthetics and many other realistic body parts are available all year.

112) TERRACE BUILDING

611 GEDNEY STREET

Another of the older apartment buildings in town, many of the residents of this four story building enjoy its retro look. There are 16 two bedroom apartments here, and on average one unit per year is open for rental.

Playwright Daniel MacKnight lives on the second floor here, haunted by several journals he found in the basement years ago. These are the diaries of former resident and professional medium Gerrhardt Wvinch who disappeared from his apartment on Halloween night in 1940, at the age of 45.

The seven volumes MacKnight discovered are from the years 1929 - 1933, and describe in detail séances, contacts with "the other side," day to day activities, and the psychic's theories on unseen terrors in the universe. Keepers can detail these writings to tailor to their own campaigns.

MacKnight has been influenced profoundly by these books. With the help of his girlfriend Veronica Long, the owner of Madam Vera's Tarot, (entry 428), he is try-

ing to contact Wvinch; and then write a play about it. The two use the Ouija Board several times a week in hopes of contacting Gerrhardt, but have not had success. They did one night channeled in young Rebecca Shafner, an 8 year old girl who was murdered in 1924 by the Keziah Mason cult. This event bothered the two very much; they are now very interested in researching this group.



Laurence Jago

DANIEL MACKNIGHT, playwright, age 28

STR 10 CON 14 SIZ 13 INT 13 POW 11
DEX 14 APP 15 EDU 14 SAN 65 HP 13

Damage Bonus: none

Weapons: none

Skills: Credit Rating 15%, Cthulhu Mythos 2%, Drive Auto 20%, Occult 15%, Own Language (English) 65%.

MacKnight is the head playwright for the Manley Theatre's acting troupe the Arkham Stage Company. He makes very little money doing this, and supplements his income by working at Arkham Public Library as a librarian's assistant. He is always broke, and in debt with his credit cards. Despite the financial hardships, he enjoys his life quite a bit.

Presently MacKnight does not have a driver's license, as the Commonwealth revoked it from him for driving while intoxicated

Miskatonic University visiting professor Oliver Smart also lives in the Terrace Building apartments; hailing from London, Smart

speaks with a very noticeable

British accent. His academic area of expertise is Jewish history and culture.

Smart believes his apartment is haunted by the ghost of a tall, blond man with a German accent – he's seen the apparition twice, which has even spoken a few words to him. Professor Smart has been more mystified than horrified

Scenario Hook:

Marsh & Associates hires the Player Investigators to recover a will hidden in an old Arkham house; a client of the firm believes the secreted will counters a will in the possession of a scheming relative. This amoral relative will do anything (legal or perhaps otherwise) to keep the Investigators from searching the house.



by the apparition, and does not wish to move until he secures a more permanent position at Miskatonic.

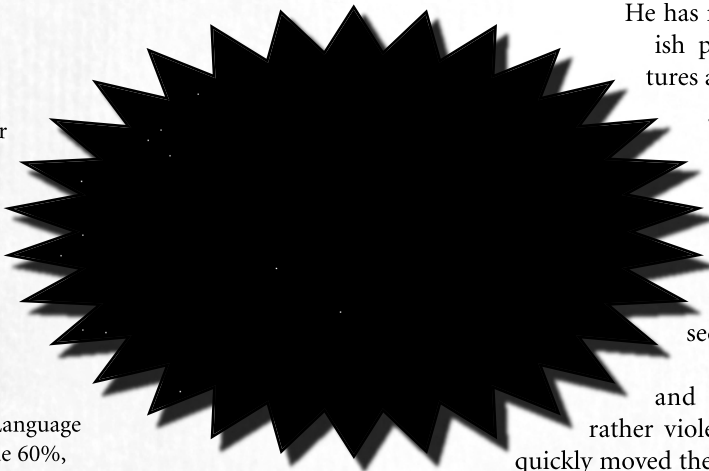
OLIVER SMART, visiting professor, age 44

STR 10 CON 10 SIZ 12 INT 18 POW 12
DEX 16 APP 9 EDU 23 SAN 46 HP 11

Damage Bonus: none.

Weapons: none.

Skills: Accounting 40%,
Archaeology 30%, Art
(Clarinet) 45%,
Bargain 35%, Computer
Use 25%, Credit
Rating 45%,
Drive Automobile
25%, First Aid
35%, Hide 25%,
History 60%, Law
20%, Library Use 65%,
Listen 50%, Occult
25%, Other Language
(Hebrew) 80%, Other Language
(Russian) 30%, Persuade 60%,
Psychology 55%, Spot Hidden 35%, Swim 35%.



GERRHARDT WVINCH, visiting apparition, age ?

POW 21

Damage Bonus: none.

Weapons: none.

Skills: Contact the Living 75%.

113) NORTHERN BANK

721 NORTH GARRISON STREET

The bank offers a full range of commercial, lending, trust, and retail services. Open Monday to Wednesday, 9:00am - 5:00pm; Thursday and Friday, 9:00am - 8:00pm; Saturday 9:00am - 1:00pm.

Bank President Lyman Frost maintains a secret dungeon beneath the bank vault, to which only he has access. Originally built as a speakeasy during

Prohibition, later used as a fallout shelter at the height of the Cold War, and all but forgotten as older bank employees have been phased out, here Frost engages in all manner of unsavory sadomasochistic practices. The banker used his own money to have a Rhode Island private construction firm build an egress to this area for him over the Christmas holiday.

He has recently begun the foolish practice of posting pictures and videos of his underground activities on the Internet under the name MassMillionaire.

Less than a year ago, Frost lured an underage teen runaway to his secret lair, and the young man died from shock and suffocation during a rather violent session. The banker quickly moved the body to the ghoul tunnels, where he is known by the undead denizens there. (entry 805 for more detail on Frost and the tunnels).

114) ARKHAM ENERGY PRODUCTS

562 HIGH LANE

This company delivers oil and propane, and provides 24-hour emergency service. Large heating units can be rented here.



Jack Lee

MASSACHUSETTS GUN LAWS

Massachusetts is one of the most difficult places in the country to legally acquire handguns. Concealed firearms are strictly forbidden by all but law enforcement. Guns bought in other states cannot be brought into the Commonwealth unless one owns a Federal Fire Arms License; one cannot move guns from Massachusetts to other states without that license. Anyone who has been found guilty of a violent crime, or has a restraining order against them, cannot legally own a gun.

115) TRUE HERO FIREARMS

580 NORTH WEST STREET

As the national media hypes security concerns and terrorist threats almost daily, Tony Morris has made a nice living selling firearms. He carries almost anything a firearm enthusiast could want, and is very knowledgeable about all types of weapons. Tony is also a black belt in Judo and Kempo. Unfortunately, he also has a very short temper.

Presently Morris is very worried he will lose his store, due to an upcoming trial: six months ago he fired a shot at a car that had cut him off on Main Street. The man he shot at was Detective Andrew Nichols, and Morris was immediately arrested. The large neon sign outside proclaims: "We have everything allowed by law!" True Hero Firearms accepts all major credit cards.

TONY MORRIS, weapons dealer, age 36

STR 17 CON 16 SIZ 16 INT 12 POW 13
DEX 16 APP 13 EDU 12 SAN 35 HP 16

Damage Bonus: + 1D6.

Weapons: most any firearm is at Morris' disposal.

Skills: Accounting 40%, Bargain 55%, Computer Use 55%, Credit Rating 45%, Drive Automobile 35%, First Aid 35%, Hide 75%, Listen 50%, Martial Arts: 80%, Persuade 40%, Psychology 25%, Spot Hidden 35%, Swim 35%.

116) LEE'S PAWN SHOP

561 NORTH WEST STREET

Jack Lee runs the one pawn shop in town. He runs a legitimate and straight business. Sellers must have two forms of picture identification for all transactions.

All items hawked here can be bought back before 30 days at 20% above what Lee paid for the item. All items over \$500 in value are reported to the State Police. Lee sells many items online; buyers may be the better part of a globe away. Lee will only willingly reveal the names and locations of buyers to proper law enforcement; a computer in his shop does keep a record of all previous transactions (password: "Foo Dog;" 70% **Computer Use** roll to hack).

JACK LEE, pawn shop owner, age 51

STR 12 CON 12 SIZ 10 INT 13 POW 10
DEX 9 APP 9 EDU 10 SAN 80 HP 11

Quotes: "I need to see two forms of picture i.d., please."

Damage Bonus: none.

Weapons: .38 snub nose revolver (behind counter by cash register) 57%, damage 1D10.

Skills: Accounting 50%, Appraise Item 68%, Bargain 77%, Computer Use 24%, Credit Rating 45%.

117) DARRELL E. SLOCUM

PARKING GARAGE

570 NORTH WEST STREET

Named after a dedicated and long-dead city employee, this three-story gray cement parking garage with spaces on the roof holds a maximum of 300 cars. During city-wide snow emergencies all street-parked vehicles must be parked here. There is a lot of graffiti inside, and skateboarders use this place during warm weather. A bored garage attendant takes tickets at the front. The parking garage's location across the street from the Civic Center ensures a steady stream of business.

118) ARKHAM CIVIC CENTER

350 WEST ARMITAGE STREET

Occupying the entire block and the focus of the downtown area, the original was erected in 1970, poorly designed and cheaply built. It aged prematurely and was heavily damaged by the Blizzard of 1978. This refurbished version of the Arkham Civic Center was finished in 1983. After opening up with a Cars concert that September, this 1,500 seat arena hosts shows during the college year, attracting well known bands and artists. The crowds are usually well behaved, but a small riot did break out in 2001, during a Darkest of the Hillside Thickets show, when security mistook some live action gamers in the audience for a terrorist threat.



Tony Morris

Every February, the Armchair Adventurers Society, (Miskatonic University's student gaming guild), holds its annual convention – MiskatoniCON – at the Civic Center. Roleplaying game enthusiasts from across Massachusetts and surrounding states attend the three day festivities conducted over the President's Day weekend.

Game publishing notables, electronic game designers, adventure gaming authors, and other insiders of geekdom hold forth with the crowd in panel discussion

sessions, sign autographs, and tolerate some intolerable questions from some barely tolerable fans.

119) LITTLE NAPOLEON'S PIZZA

577 JENKIN STREET

National chain franchise which also offers limited delivery service (Arkham and surrounding outskirts only).

120) ARTHUR LO'S WONDERLAND

561 JENKIN STREET

Serves fantastic Mandarin dishes. The owner, Arthur Lo, is a second-generation Chinese-American. The lunch day and weekend buffet specials attract both student and professors alike. All you can eat for six dollars!

121) CRAFTLAND ART AND SUPPLIES

588 JENKIN STREET

Always cheaper than the University bookstore, this store caters to both students and home hobbyists. Every month is scrapbook month here.

122) BANKRUPT BOOKS

520 JENKIN STREET

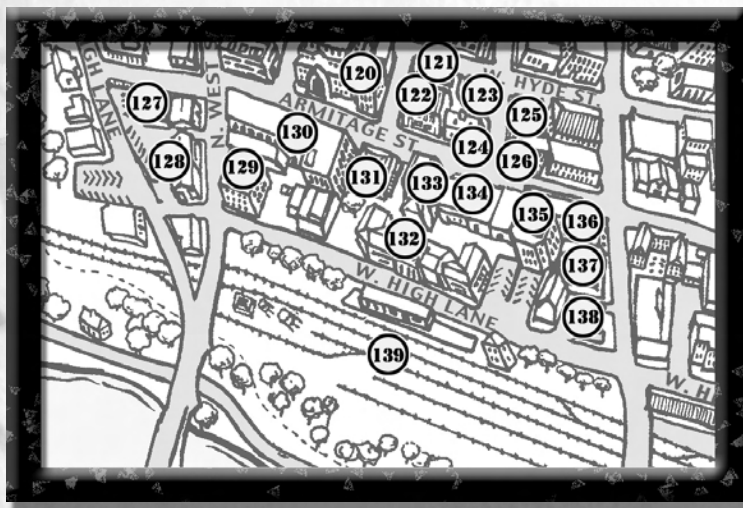
A large book discount warehouse with new paperbacks and publisher's remainders sold for 50%-80% off the cover price. Rare editions do turn up here, but by the



Bankrupt Books

time Bankrupt Books buys out a failing bookstore, book dealers have already picked the good stuff away. From time to time a truly bizarre tome or Mythos book may appear on the shelves. Investors in Boston own seven such bookstores. The staff here is typically unknowledgeable about any of the titles they stock; these are retail clerks, not true booksellers.

Keepers should determine what is on the shelves here.



Northside Map, Entries 120 to 139

123) DIPPIN' DONUTS

565 GEDNEY STREET (ALSO 300 WEST WATER STREET, 222 EAST WASHINGTON STREET, AND ROUTE ONE).

Known for their coffee and impersonal service. The drive-up window is open 24 hours a day, 365 days a year.

124) SALTONSTALL MANOR CONDOMINIUMS

511 GEDNEY STREET

A fine old Federalist mansion has been gutted from the inside to create five luxury condominiums. The interiors feature every modern convenience while the exterior very much retains the visual appeal of a fine old estate. Fees are very high but the building is scrupulously well maintained. White-collar professionals occupy four of the five condos; the final unit is currently for sale and may be the ideal home for an affluent investigator.

125) ROBOT MONSTER VIDEO

588 GEDNEY STREET

A most unusual retail store stocking obscure and alternative films, B-movies, bizarre horror flicks, and a great collection of genre magazines, including near full-runs of *Famous Monsters of Filmland*, *Creepy*, *Angry Youth Comix*, *Eerie*, and *Psychotronic Video*. Its niche inventory and clientele has kept the shop distanced from the commercial distress faced by many video rental outlets in the era of downloadable and direct home-delivery entertainment.

The owner, Mike Reich, a 39-year-old bohemian, has a community access TV show (entry 704), "Eternal Night" where he plays his favorite, public-domain horror and exploitation movies. He would be quite willing to have people on his show who want to discuss Arkham's present horrors and promote their theories. He frequents the "It Came from the Frialator" restaurant in town (entry 213), and hosts the films during its Halloween marathon. Ron Famulara (entry 411) and

Reich are friends in good standing, often sending business to one another.

126) WILLIAMS OFFICE BUILDING

520 GEDNEY STREET

Erected some twenty years ago, this office building houses a small accounting firm, two dentists, a seasonal tax service, three mortgage companies, and a legal firm with four lawyers.

One of the dentists here is Dr. Arvin Franklin. He is a highly skilled, well educated and dedicated dentist, but a very tiny person. Arvin stands only an inch over two feet. He is not very strong, but his hands are very powerful (STR 9).

His size can occasionally become an advantage when drilling a far back tooth. Children especially love to see "Little Doctor F," and he likes children very much, (and is forever patient).

He lives in an expensive custom-remodeled Victorian home on North French Street.

ARVIN FRANKLIN, tiny dentist, age 39

| | | | | |
|--------|--------|--------|--------|--------|
| STR 6 | CON 15 | SIZ 4 | INT 17 | POW 17 |
| DEX 17 | APP 15 | EDU 22 | SAN 85 | HP 10 |

Damage Bonus: -1D4.

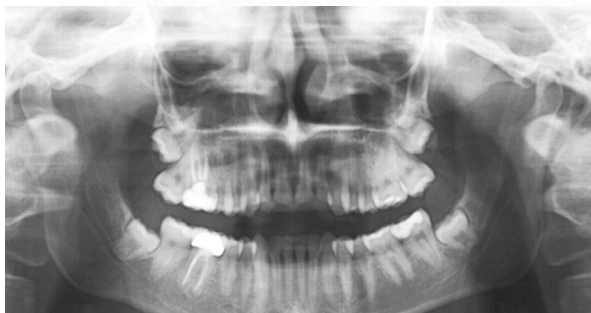
Weapons: none.

Skills: Accounting 40%, Art (Violin) 45%, Bargain 35%, Computer Use 45%, Credit Rating 75%, Dentistry 89%, First Aid 35%, Hide 25%, History 60%, Law 20%, Library Use 65%, Listen 50%, Persuade 70%, Psychology 55%, Spot Hidden 85%.

127) MEDIPLAS

523 WEST ARMITAGE STREET

This firm specializes in artificial organs and prosthetics. Mediplas is one of the few businesses in Arkham always looking for help – mostly warehouse or customer service help. These jobs pay well, and offer health and dental insurance as well as a free gym membership to Work Out Universe (entry 906).



128) LOGAN SHUTTLE SERVICE

411 NORTHWEST STREET

A bus depot for generations, the present service runs buses to and from Boston's Logan International Airport on an hourly schedule, 6 am to 12 midnight. Parking rates are reasonable, allowing customers to park their cars in the attached multi-level garage for up to a week or more while away on business or vacation. It is a popular service.

In the nineteen-sixties, a young teen runaway died in the depot of a drug overdose. The girl's spirit supposedly still haunts the building, forever waiting for the bus that will take her back home. Many late evening shuttle-goers and terminal employees report strange goings-on. Arkham police have responded to many of these odd situations, and have taken the recent step of posting a uniformed officer routinely at the terminal. This pleases the management, which has cut back on private security services.

129) VETERAN'S ADMINISTRATION HOSPITAL

488 WEST HIGH LANE

Located on the corner across from the bus station and train tracks, since 1975 the VA has been housed in the old Borden Arms Building. Like every other one of these hospitals, the interior is oppressively depressing. The walls are a dirty yellow, sporting dusty stained war photos hanging crookedly. The medical treatment for veterans is decent and affordable.

There is a months' long waiting list for both physical and psychological services. Minor or day surgery of all types is performed here; major operations are sent to Massachusetts General Hospital in Boston. There is no emergency room, but a pharmacy is on the premises. The place has been robbed at gun-point twice in recent years by addicts seeking prescription narcotics.

Scenario Hook:

While in the nearly deserted shuttle depot late at night, a Player Investigator is jarred by the scream of a young woman. The girl is a runaway wearing odd patchwork clothes, bell-bottom jeans, and a bandana to keep a mop of hair from falling in her face. She staggers around a corner, clutching her stomach. Pursuing Investigators find that she has vanished if they should follow her around the corner. Who is the girl? Why was she in obvious distress? Where did she go?



John Macrone

130) ARKHAM ADVERTISER

389 WEST ARMITAGE STREET

Under the management and tireless campaigning of editor John Macrone, the Arkham Advertiser has enjoyed a steady readership, even as Internet and multimedia markets ravage the print newspaper industry. Macrone is an old-school newshound who pushes his small staff of underpaid reporters to produce the best in small circulation journalism. Macrone is constantly seeking new reporters, as he pushes them to the breaking point or outright fires them over some editorial disagreement. He is very close to firing his reporter Karl Vincenzo, if Karl doesn't walk out first (they've done these things to each other in the past).

The caffeine-fueled editor can usually be found in the office, haranguing his small staff and paranoid that the Advertiser will be bought out from under him by a large media conglomerate. Macrone lives alone in a small house near French Hill. His one joy in life, outside of the frustrating mistress that is the newspaper, is his collection of Hummel figurines, which he has passionately collected since his tenth birthday.

JOHN MACRONE, head-editor **Arkham Advertiser**, age 45,

STR 14 CON 12 SIZ 12 INT 15 POW 14
DEX 12 APP 10 EDU 16 SAN 88 HP 15

Quotes: "I'm hearing a lot of excuses, but not a lot of answers!"

"Quick, go follow that fire truck."

Damage Bonus: none.

Weapons: none.

Skills: Accounting 40%, Art (Hummel Figurines) 92%, Bargain 45%, Computer Use 45%, Credit Rating 55%, Drive Automobile 30%, Fast Talk 65%, Law 45%, Library Use 65%, Listen 20%, Occult 10%, Persuade 81%, Photography 56%, Psychology 65%, Spot Hidden 60%, Write 70%.

131) THE NEW DESOLATE HIGHWAY CAFE

387 WEST ARMITAGE
STREET

The only similarities between the once-hotspot of intellectual discourse and stimulation, and the place now, are the last three words in its name. This over-done, pretentious, very expensive coffee shop is a well-known hangout for poseurs and traveling business people; these folk talk loudly on cell phones or at each other, broadcasting to everyone and no one in particular how prosperous or important-seeming they must be. Wireless computing here is free; the coffee emphatically is not.

132) ARKHAM MASSACHUSETTS BAY TRANSPORTATION AUTHORITY (MBTA) STATION

298 WEST HIGH LANE

Once Arkham's rail gateway to the rest of the country, the MBTA now runs the train station and serves as the town's commuter rail route to Boston. Because of the high costs of gas and Boston's notorious traffic, the station is well used by commuters. The station is located very conveniently across West Armitage Street from the Civic Center, and will alter its schedule to accommodate special events.

State Police usually have at least one undercover officer here during rush hour. They are looking for drug dealers, runaways, pick pockets, perverts and anything that may seem like "terrorist activity." These efforts are usually in conjunction with the Arkham Police Department.

The train is always referred to as the "T," and the police who work this beat are known as T-Cops. T-Cops are not Arkham police but part of the Metropolitan Boston police force. Relations between town police and the T officers are professional.

The terminal can be a very lonely place late at night, an island of concrete lit by harsh white circles of fluorescent lamplight.

133) BIOTECHNE

297 WEST ARMITAGE STREET

The Arkham-Boston Route

Massachusetts Bay Transportation Authority (MBTA) commuter trains, which also serve Salem, Beverly, Arkham, Gloucester, Rockport, and Ipswich, stop at the Arkham depot hourly, from the 6 am inbound to Boston to the 11:50 p.m. out bound to Rockport.

Twenty years ago, Biology Ph.D. candidate Paul Haig left teaching at Miskatonic University and formed BioTechne to manufacture internal body



B oTechne

monitors. A decade later, BioTechne had diversified into bioelectrical devices and genetic code mapping. Haig is now a multi-millionaire but remains a dedicated man of science more comfortable in the laboratory than the board room.

Haig has quietly been given some gene samples by the federal government for analysis. So far the government has remained mum on the source of the genetic material; in reality the gene sample is from a U.S. Navy sailor with the Innsmouth taint. This genetic puzzle has been hard for Haig and his people to map and decipher; Haig has become more persistent in asking his government about the source of the material, but their silence remains frustratingly steadfast. Recently Haig has been receiving dream-sendings from an avatar of Nyarlathotep, giving Dr. Haig hints on what the proper genetic codes are. The bio-scientist and industry leader is becoming more and more obsessed with cracking this code, then creating this creature to see if it matches his disturbing computer models.

Complicating matters, Haig's recently hired assistant Samuel Odipo is a worshipper of Nyarlathotep, placed by Haig's side by the Crawling Chaos through a series of seemingly disparate events for unguessable purposes. Is Odipo there to further Haig's prying research into the Innsmouth curse, or will he silence his employer at a critical moment? Or is his presence there required by the multi-faced god for some far more outré purpose?

PAUL HAIG, bioengineer, age 42

STR 12 CON 11 SIZ 13 INT 17 POW 12
DEX 12 APP 12 EDU 20 SAN 57 HP 12

Damage Bonus: +1D4.

Weapons: none.

Skills: Accounting 35%, Anthropology 15%, Bargain 25%, Biology 80%, Chemistry 40%, Computer Use 40%, Credit Rating 40%, Drive Automobile 30%, Electronics 40%, Law 20%, Library Use 60%, Listen 35%, Mechanical Repair 30%, Medicine 40%, Other Language (Latin) 30%, Persuade 55%, Psychology 45%, Spot Hidden 35%.

Haig's recent dreams have been deeply disturbing him. He has visions of creatures from the sea moving closer and closer to land. Nightly he hears the screams of women and the wailings of babies, all the while knowing these sea devils are somehow connected to these miseries. When he wakes up, he has new ideas about the genetic codes.

The scientist drinks coffee constantly and works throughout the night, even on weekends, in order to disrupt his dream cycle and further his government-funded research.

SAMUEL ODIPO, bioengineer, age 40,

STR 11 CON 10 SIZ 12 INT 17 POW 12

DEX 13 APP 12 EDU 18 SAN 0 HP 12

Damage Bonus: none.

Weapons: none.

Skills: Anthropology 45%, Bargain 25%, Biology 75%, Chemistry 40%, Computer Use 30%, Credit Rating 25%, Cthulhu Mythos 19%, Drive Automobile 20%, Electronics 40%, English 70%, Library Use 50%, Listen 35%, Mechanical Repair 33%, Medicine 27%, Other Language (English) 53%, Own Language (Swahili) 88%, Persuade 85%, Psychology 65%, Spot Hidden 35%.

A highly intelligent, capable man who came to America a decade ago and has worshipped the Bloody Tongue mask of Nyarlathotep since his birth in Kenya. Odipo was formally schooled in London and worked there in biosciences for a number of years following his University education. Periodic trips to his native Kenya are made to reinforce his allegiance to the cult. His last such trip, three years ago, was a pivotal moment when Odipo was instructed to travel to America to further the Bloody Tongue's sinister and Byzantine goals.

Odipo landed the job at BioTechne, working directly for owner/chief researcher Haig, and feels his placement here will figure very prominently in the secret goals of his cult. Already he sees the dark god's influence on Haig, and is enjoying watching Haig slowly slip into the power of his almighty deity. Odipo waits for the moment when his dark masters command that he remove Haig and release untold biological havoc upon foolish humanity.

134) EL CANTINA

237 WEST ARMITAGE STREET

Mexican dining with a family atmosphere. The dining room features colorful murals of cacti, haciendas, and peasant folk in traditional garb. Colorful, rainbow-hued paper sombreros, wooden maracas, wagon wheels, and other southwestern and Mexican knick-knacks adorn the adobe-style walls. On weeknights Arkham's cubicle-dwelling crowd toss back margaritas and laugh about the boss while on weekends families fill the booths. Complimentary, oven-warmed all-you-can-eat tortilla chips and salsa at every table. The appetizer list is long and the entrées tasty. Their sizzling fajita platters put all others to shame; the key lime pie desert is also a favorite. Despite unkind rumors, no one working at El Cantina is an illegal immigrant. As long as the tacos are tasty, it's unlikely anyone worries too much about it either way.

135) ARKHAM HOTEL

179 WEST ARMITAGE STREET

Disaster struck this heretofore-unremarkable four-story hotel in 1928, when it was known as the Tilden

Arms. A fire on the second-floor rapidly spread, and many guests were trapped because the emergency exits were locked. Five people perished including the owner.

The fire began when a jilted lover discovered her man with another woman at the hotel. She doused them with gasoline and lit their bed on fire. The place was rebuilt to the same unremarkable standards of the original, renamed the "Arkham Hotel," and houses guests to this day.

Much to management's dismay, guests and hotel staff occasionally claim to hear screams and smell gasoline, typically on the second floor. These complaints are most frequent in November, when the fire took place.

136) PREMIER STAFFING SERVICES

SOUTHWEST CORNER, ARMITAGE AND GARRISON

Need an administrative assistant or accountant on short notice? A customer service representative or security guard? Fork lift driver? Whatever your short-term or immediate hiring needs, Premier Staffing can get the right person for you. Potentially an excellent way to replace a fallen or otherwise indisposed Investigator on the quick. Alternatively, an Investigator who has been let go from his or her place of employment due to missed shifts, erratic behavior at the office, or other unfortunate incidents may turn to Premier Staffing for an interview and (hopefully) job placement.

137) FINE TIMES BILLIARDS

443 NORTHGARRISON STREET

"The Pool Playing Paradise," as advertised on the website. Sixteen well-maintained billiards tables dominate the establishment, as does a seventy-foot serving bar. The bar, however, is a lot less popular these days: the place has just lost its liquor license, the penalty for being caught serving underage drinkers. Nervous owners have responded to this expensive setback by increasing the variety of foodstuffs available on the menu, and instituted a new dress policy for the attractive serving girls

to wear skimpier attire. The management may be setting itself up for compounded fiscal woes in the form of a lawsuit by a body-image-conscious waitress.

138) KING BURGER

106 WEST HIGH LANE

National fast food chain clogging arteries every day from 6:00 am until 11 pm.

The drive-through window is open until 2 am, serving a limited menu. Like many other late-night workers in Arkham, the closing shift drive-through attendant has likely seen some weird stuff from their vantage by the shake machine.

139) MASSACHUSETTS BAY TRANSPORTATION AUTHORITY PROPERTIES

BETWEEN THE MISKATONIC RIVER AND WEST HIGH LANE

A wide, weedy, barren area covered with MBTA train tracks. Here sit idle passenger cars, graffiti-layered box-cars, bright yellow track repair machinery, a few battered MBTA service vehicles, old barrels, discarded bits of metal, and the like. Junkies and the local criminal element find the tracks yard a good place for nocturnal activities; the Arkham police however patrol here frequently.

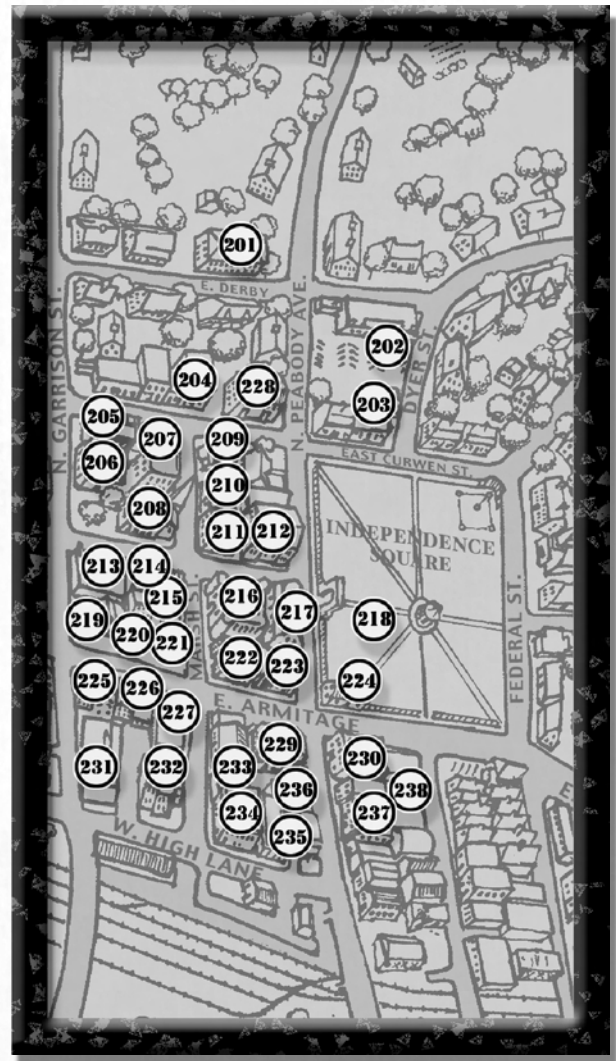


DOWNTOWN

Here the hills are more pronounced, but the town square area is level ground. This is where most of the city's daily government and law enforcement work takes place. Outside the center some of the more unique and historic homes have been razed for things such as a new supermarket.

Some of the old homes still stand; their loyal owners are frequently offered large sums to sell the land to developers. There is a sad, decaying feeling one has while passing through here, though most of the buildings' exteriors are maintained quite well.

Cobblestones pop up all over the sidewalks in this area due to its heavy traffic. Running or walking without paying attention requires a Dexterity role to avoid tripping. Here and there thick tree roots reach out from the edges of lawns and into the sidewalk, like tentacles reaching out for the traveler.



Downtown

201) ARKHAM MENTAL HEALTH CENTER

225 EAST DERBY STREET

The building formerly known as Arkham Sanitarium has routinely suffered from reductions in its state reimbursements, and much upkeep has been deferred. Staff

quietly observe that Arkham seems to have a very high level of mental illnesses.

There is a long waiting list for outpatient services, and every bed is almost always occupied. Budgetary hiring freezes put tremendous pressure on the staff and the patients' treatments suffer because of it. The success rate here is not high.

Bars came down from the windows in the early 1980s, replaced by shatterproof security glass. The tall, very rusty wrought-iron fence is original to the grounds. Discreetly placed cameras eye the building and grounds, relaying images to staff offices that are recorded and stored for several days before being erased.

With state and federal mental health funding being drastically reduced over the decades,

the center may ask patients to leave when their insurance runs out. Patients without insurance will not be treated for more than three days, unless ordered by the court, (and therefore having the Commonwealth pick-up the bill).

Recently, resident psychologist Dr. Bruce Ballantine noted a pattern among his patients mental illness: many suffer from the same - or very similar - delusions. He has published his findings in the *Journal of Clinical Psychology* (*Unseen Voices: Mastering the Presence of Shared Delusions in Psychotherapy*).

Dr. Ballantine has been working with one patient very closely. Sean Findaca is able to articulate very clearly the sound of these voices, and the feelings they create.

Findaca has also been able to succinctly describe dreams of cyclopean cities rising from the dark oceans. Out of these cities horrible, winged creatures take to the tenebrous sky.

Findaca, meanwhile, now psychotically mad from these dreams, is planning to kill the unsuspecting Ballantine. He knows now the doctor is the one placing these wicked dreams in his head.

Mass Health

Any investigator living in the Commonwealth who is uninsured can apply for the state provided Mass Health. With no co-pay and a reasonable prescription drug program, the less financially fortunate in the Bay State are taken care of fairly well. Applications for this insurance can be found at city hall; cards will be given to those residents who are uninsured within four to six weeks. Ambulances are not covered by this insurance. Many private doctors will not accept Mass Health as a way to keep a more "upscale" clientele.



Arkham Mental Health Center

BRUCE BALLANTINE, head psychiatrist, age 42

STR 11 CON 14 SIZ 13 INT 17 POW 17
DEX 13 APP 12 EDU 20 SAN 39 HP 14

Damage Bonus: none.

Weapons: none.

Skills: Accounting 35%, Chemistry 65%, Credit Rating 75%, Cthulhu Mythos 5%, First Aid 80%, Law 20%, Library Use 75%, Persuade 60%, Pharmacy 70%, Psychoanalysis 90%, Psychology 90%.



Bruce Ballantine

SEAN FINDACA, scheming killer, age 24

STR 10 CON 11 SIZ 13 INT 12 POW 10
DEX 10 APP 7 EDU 10 SAN 0 HP 12



Sean Findaca

Damage Bonus: none.

Weapons: Shiv 50% 1D6 damage.

Skills: Make Shiv: 64%.

202) HOME BUILD-IT

715 DYER STREET

A national chain of do-it-yourself home improvement and construction project mega-marts. Almost any tool can be purchased or rented here. No explosives are sold, but those with the right chemical know-how will be able to find the correct ingredients - such as fertilizers and nitrate. Open from 5:30 am to 10:00 pm every day of the year.

Home Build-It has put every other hardware store in town out of business.

203) ARKHAM WELCOME CENTER

705 DYER STREET

This small office is operated by the Arkham Chamber of Commerce and is located across from Independence Square, next to the Police Department. It's actually a 1920's era gray passenger bus (its wheels removed) converted to a small booth with a customer service window cut into one side, facing the road. The small destination sign above the driver's windshield atop the roof says "Innsmouth." If asked about the sign, the friendly, ill-trained volunteer will not know anything about it.

The Welcome Center caters to vacationers, day-trippers, and newcomers. Information and pamphlets on local attractions, shopping, and accommodations is available. Staffed exclusively by volunteers, it is often closed at inopportune times (halved **Luck** roll during normal business hours to find it open; virtually no chance of it being open on evenings or off-season weekends).

204) PRIVATE INVESTIGATOR

157 EAST CURWIN STREET

The name stenciled on the frosted glass of the door window says "Wayne Lamoda, Private Investigator," a former State Police officer turned to private practice. Business has not taken off as he had hoped, and now Lamoda is having second-thoughts about his choice in leaving the State Police. He is fair-minded and tough, and has a soft spot for women.

WAYNE LAMODA, private investigator, age 41

STR 13 CON 14 SIZ 14 INT 14 POW 8
DEX 11 APP 12 EDU 16 SAN 37 HP 14



Arkham We come Center

Damage Bonus: none.

Weapons: Fist/Punch 65%, damage 1D3

Kick 40%, damage 1D6

Grapple 45%, damage special

.38 revolver 40%, damage 1D8

.22 automatic 40%, damage 1D6.

Skills: Accounting 25%, Bargain 30%, Climb 55%, Computer Use 20%, Drive Automobile 40%, Fast Talk 55%, Hide 45%, Law 50%, Library Use 35%, Listen 45%, Other Language (Spanish) 25%, Persuade 55%, Photography 55%, Polish 15%, Psychology 50%, Sneak 50%, Spot Hidden 55%, Surveillance (Electronic) 40%, Surveillance (Video) 50%, Track 25%.

205) BANE PEST CONTROL

136 EAST CURWEN STREET

Employees of Bane Pest Control often find themselves digging into all manner of Arkham's basements, crawl-spaces, attics, and disused places where pests hide. As such, they are excellent possible sources of information on Arkham's buried, boarded-over, barricaded, or otherwise concealed secrets.

For more advanced invasions, Bane might need to remove a wall in a residence; more than once employees have found bones, weird symbols, and other oddities inside the older homes of Arkham.

206) ARKHAM ELKS LODGE

650 NORTH GARRISON STREET

Arkham Lodge 1508 meets the second and fourth Wednesday of every month; Ladies of the Elks meet the third Wednesday. The club features a good-sized reception hall and adjoining bar rented out on weekends for functions. There's a separate, basement-level members-only clubroom/tavern, complete with billiards and three (illegal) slot machines. A massive, 1.5-ton, life-size bronze elk atop a brick pedestal adorns the front lawn. Over the years, its bronze hue has weathered to green.

207) ARKHAM JANITORIAL SERVICE

568 MARSH STREET

Working late hours in many of Arkham's old buildings and private homes, janitorial service staff may be privy to some of the town's secrets. Certainly some staff members have come away with some odd souvenirs from select cleaning jobs over the years. The staff has been given nice payoffs by several of the town's well to do after indiscretions went a bit awry and things needed a quick cleaning. The employees are willing to listen to any decent offer, since they have no desire to tell anyone anyways, or know anyone who'd care.

208) ASBURY METHODIST EPISCOPAL CHURCH

640 MARSH STREET

Founded in 1789 by "Bishop" Jonathan Asbury this house of worship is one of the most attended churches in town. The original building burned in 1815 and was replaced by the existing brick building a year later. Renovations have taken place periodically over the years to keep the church in good repair and to meet the needs of worshippers.

209) ARKHAM WOMEN'S HEALTH CARE

682 MARSH STREET

Specializing in health care for women, this medical office also quietly provides pregnancy terminations. The unnerving number of birth defects in Arkham has had a significant effect on the number of abortions performed, and has given great concern to clinic's chief physician, Dr. Loretta Davis. Nearby Asbury Methodist Episcopal Church sporadically conducts protests on the

sidewalk outside the clinic, causing Davis to consider relocating her offices.

LORETTA DAVIS, medical doctor, age 48

STR 12 CON 13 SIZ 11 INT 16 POW 14
DEX 16 APP 13 EDU 21 SAN 65 HP 12

Damage Bonus: none.

Weapons: 9mm Glock 40%, damage 1D10.

Skills: Accounting 30%, Biology 60%, Chemistry 20%, Computer Use 25%, Credit Rating 45%, First Aid 70%, Law 25%, Library Use 65%, Medicine 85%, Other Language (Latin) 55%, Pharmacy 60%, Psychoanalysis 30%, Psychology 60%, Sneak 35%, Spot Hidden 45%, Swim 40%.

Having seen many abnormal ultrasounds and miscarriages, Dr. Davis is alarmed by both the number and the severity of local birth defects. She is currently drafting a proposal for the State health board to research this disturbing trend.

210) WICKMAN FUNERAL HOME

650 MARSH STREET

Marshall Wickman looks much older than his 52 years of living. For years now he has been certain that there is some form of cannibal cult in Arkham (the ghouls), but is unsure of specifics. He has been asked several times to repair a corpse that has been found left unfinished by these unknown creatures in one of the graveyards around town.

His close examination of these bodies leaves him to believe that wild animals are not the culprit. These bites are not quite animal, yet not quite human. The more he thinks about it, the more he tries not to think about it. This mental tug-of-war has left Wickman a very tired man.

Wickman's assistant, George Atwell, is a member of Arkham's secret witch cult. He well knows the type of creature that troubles his employer's brooding, but reveals nothing.

MARSHALL WICKMAN, mortician, age 52

STR 13 CON 13 SIZ 13 INT 13 POW 13
DEX 12 APP 12 EDU 12 SAN 33 HP 13

Quotes: "There are no animals in Arkham that would methodically chew a corpse like that."

Damage Bonus: none.

Weapons: none

Skills: Embalm 77%, Art (Make Up) 65%.



Donna Booth

211) ARKHAM PUBLIC LIBRARY

630 MARSH STREET

Arkham's Public Library has always been overshadowed by the much more extensive University library. Still, the town library holds its own with approximately 100,000 volumes and a thriving circulation of popular titles. A growing media collection rounds out the collection. The building was extensively refurbished and a spacious, sunny children's room added two years ago thanks to state grant funding.. Weekly children's and seniors' events are held, as are talks and classes by local experts and interested persons. Last fall's talks on author J.R.R. Tolkien by M.U. English professor William Sinnes were well attended, as was an income tax seminar held last spring by a representative of Marsh & Associates. Currently, the library is staffed by 3 librarians, 5 part-time clerks and 6 Arkham High School student workers.

The youngest librarian on staff is Donna Booth. Her blonde good looks, friendly demeanor, and professional competence have earned her many outspoken admirers, particularly among the male patronage.

Library Hours

Mondays 1 pm to 8 pm
Tuesdays 10 am to 8 pm
Wednesdays 1 pm to 5 pm
Thursdays 10 am to 8 pm
Fridays 10 am to 5 pm
Saturdays (September to June)
10 am to 5 pm
Sundays Closed

Arkham Public Library

DONNA BOOTH, admired librarian, age 26

STR 10 CON 10 SIZ 12 INT 14 POW 12
DEX 12 APP 15 EDU 17 SAN 60 HP 11

Damage Bonus: none.

Weapons: Kick 45%, damage 1D6.

Skills: Accounting 50%, Art History 65%, Computer Use 20%, Credit Rating 35%, First Aid 60%, History 70%, Law 25%, Library Use 85%, Natural History 70%, Other Language (French) 60%, Persuade 45%.

One of the homeless individuals who use the library as a daytime sanctuary is Richard Phillips, known only as "The Mumbler," to the library staff. Years of crumbling sanity and self-inflicted physical neglect have left the relatively young man looking decades older than his actual 36 years. Phillips was not always like this; years ago in a fever-induced haze, Phillips somehow found his consciousness briefly transported to a great and beautiful city in the Dreamlands. Inspired by this visit, Phillips turned to strong narcotics in attempts to visit Celephais once again. He has failed to return with every attempt. Now, out of work, out of luck, out of shape, and almost out of his mind, Phillips is a hollow man, haunted by a place he cannot find and trapped in a comparative hell of everyday mundane existence. Phillips sometimes wonders if death will transport him to the once-traveled realm, but is too cowardly or incompetent to realize suicide.



Richard Phillips

RICHARD PHILLIPS, lost soul, age 36

STR 10 CON 10 SIZ 13 INT 16 POW 16
DEX 12 APP 08 EDU 13 SAN 15 HP 11

Damage Bonus: none.



Downtown

Weapons: Kick 45%, damage 1D6.

Skills: Dream Lore 20%, Fast Talk 15%, Hide 45%, Library Use 45%, Sneak 50%.

212) ARKHAM COURTHOUSE APARTMENTS

667 NORTHPEABODY AVENUE

With all Essex county civil and criminal court proceedings now handled in either Lawrence or Salem, and with a large, modern county correctional facility in Middleton, the old Arkham courthouse and jail were closed in the early 1980s. For years the old stone and brick structure sat abandoned, growing weeds behind a chain link fence before the property was purchased and transformed into stately apartments for upscale residents.

The new sellers quietly lobbied and were granted permission to change the old street address from 666 to 667, and the old building formerly known as "Arkham Courthouse and Jail" was rechristened "Arkham Courthouse Apartments," the "jail" part conveniently dropped.

Today, these fine apartments are very expensive and very nice, in the heart of the old common district. A hired building representative (or unarmed security guard after hours) sits in the front lobby at all times.

The hallways are wide and well-lit, deep carpeting throughout, potted ferns soften corners. Shared facilities include mailroom, small workout gymnasium, elevator, common lounge (which can be requested for use by occupants holding the occasional larger gathering), and underground parking garage – very nice during harsh New England winters.

213) "IT CAME FROM THE FRIALATOR" RESTAURANT

552 NORTHGARRISON STREET

This popular attraction stands on the site of the old Telenews Cinema. The ambitious new owner gutted the interior of the place, installed a dozen 50's era Chevrolets stripped down to their frames with the tops removed to become the restaurant booths. A large movie screen at the head of the restaurant shows retro science fiction and horror movies to customers while they dine on 1950's "snack shack" fare in their booths.

Waitresses on roller skates wearing paper hats and monogrammed aprons cruise the dining area, bringing customers their hot dogs, fries, shakes and burgers on cheap plastic trays. The place has become a popular hit with families.

Open Wednesday through Sunday, the place is entered off a neon-lit alley and down a short flight of stairs. An aged but serviceable elevator provides access for handicapped guests.

Brian MacDonald, the owner, is a large, happy man of middle years with a year-round fondness for oversized, short-sleeved bowling shirts. He owns one of the finest collections of retro sci-fi and horror films on the East Coast, which he proudly shows to his customers. Mack, as people call him, also owns a sizeable collection of 1950s and 1960s space and action figure toys.

When not in the theatre he is often online bidding on auctions, hoping to bring the restaurant another piece of great movie nostalgia.



Brian McDonald

Brian MacDonald, owner of "It Came From The Frialator" restaurant, age 30

| | | | | |
|--------|--------|--------|--------|--------|
| STR 10 | CON 16 | SIZ 16 | INT 15 | POW 12 |
| DEX 12 | APP 14 | EDU 14 | SAN 60 | HP 16 |

Damage Bonus: +1D4.

Skills: Appraise Sci-Fi Collectibles 88%.

214) NELLIE'S CANDIES AND ICE CREAM

150 EAST HYDE STREET

Walking through the doors into this shop is like taking a step back in time. A long glass candy counter to the right gleams under the white overhead lights, offering all manner of delectable sweets on display. The smell is heavenly. To the left, another long counter displays no less than twenty flavors of ice cream, including local favorites coffee and black raspberry. Candy prices tend to be expensive, but as everything is homemade, quality is assured. The management likes to hire Miskatonic kids, who develop strong arms scooping out generous portions of ice cream from the five-gallon tubs.

Several small, marble-topped circular tables with accompanying wire-backed chairs with red-padded seats, a colorful jukebox in the corner, and a checkerboard-tiled floor complete this place's retro look and appeal. Nellie's Candies and Ice Cream is a huge hit with Arkham families and tourists. The ice-cream eating record is held by area resident Lewis Theobald, Jr., an admitted ice-cream addict who once plowed his way through twenty scoops of ice-cream in under twenty minutes. Theobald's picture hangs over the ice cream counter with a small placard proclaiming his accomplishment.

215) ARKHAM ALL-SPORTS

589 MARSH STREET

Specializes in team sports equipment and accessories, also custom-embroidered apparel in town and university colors for all ages. Truly an impressive selection of baseball gloves, bats, caps, workout clothing, sports jackets, football padding, helmets, hockey sticks, tennis racquets, and the like. The owner, Mel Hanson, is a retired physical education teacher from the Arkham public schools who stays very active with Arkham Little League and Pop Warner football; the store typically sponsors several teams each year. Open Monday through Saturday, 10 am to 6 pm

216) MASSACHUSETTS NATIONAL 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 state governor. Approximately 120 men and women belong to B Company, 1st Battalion of the 23rd Infantry - the "Arkham Rifles." They meet on the first weekend of every month for training exercises. Individuals between 18 and 41 can enlist here or at the Post Office for selective service.

Members of the National Guard train one weekend per month with heavy weapons, small arms, survival skills, navigation, physical fitness, vehicle operation and maintenance, electronics, and a host of other specialized skills with military applications. The Guard is activated by the Governor of Massachusetts, and typically responds to civil emergencies such as floods, blizzards, power outages, etc. On rare occasions the Guard is called up to restore civil order in the case of rioting; the Arkham Rifles have never mobilized in this capacity.

Guard units may be sent overseas to active military service, typically supplementing forces such as the United States Marines and Army. These tours may last up to a year, causing occasional hardship at home while a husband, son, mother or daughter is away with the Guard. Although they are not "full time" service personnel, the Guard is well-trained and equipped, and for game purposes should be treated as regular military personnel regardless of their civilian-soldier status.

The armory itself is a large brick building with reinforced doors and metal grating across the windows (STR 30). An extensive, reinforced underground garaging facility beneath the entire block (extending beneath neighboring structures such as City Hall) houses a small fleet of humvees, covered trucks, jeeps, and several light tracked vehicles, capable of exiting to street level

via a ramp and motorized metal bay doors connecting to East Hyde Street.

All areas of the building, gateway to the vehicle bay, and surrounding sidewalk are monitored by closed circuit cameras that feed into a small, secure office within the armory. A single, armed guardsman is on duty here, day or night (the Arkham Rifles take turns on this duty on a rotating basis). A telephone call quickly summons the Arkham Police and/or the regional office in Boston.

In addition to the vehicle bay equipment, the armory contains 1d100 M16 assault rifles (damage 2D8, shots per round 2 or burst), 1d100 .45 automatic handguns (damage 1d10+2, 1 shot per round), 1d100 hand grenades (damage 4D6, 4 yard radius, ½ shots per round), 50 pounds of C-4 explosive compound (6d6 damage per pound, 3 yard radius), and many crates of ammunition to supply all the weapons at the armory's disposal.

The armory's interior also features a fully computerized communications suite (supported by two largish metal communications towers on the roof), barracks-style bedding for 50 persons, a large kitchen, several common rooms, and several small offices. The weapons stored in the armory are always under lock and key unless pulled out for training, transport, or actual emergencies. There are also shovels, picks, radios, blankets, first aid supplies, bottled water, packaged food, camping supplies and survival gear rivaling that of any well-stocked hardware or Army/Navy store.

When natural disaster strikes, the armory is a shelter for Arkhamites, sharing in that duty with the high school.

217) CITY HALL

551 NORTHPEABODY AVENUE

Completely rebuilt in 2000, the new four-story brick city hall is impressive, a model of civic pride.

Arkham is officially a city, but always referred to by Arkhamites as a town. There is a full-time mayor and six city councilors. They meet every other week, with the mayor being the tie-breaking vote. Any citizen can speak in front of the committee, if they call the city clerk and place their item on the agenda at least two business days before the meeting.

CITY COUNCILORS

Councilors serve for a three year term. A modest annual stipend is paid out every January. There are three offices in city hall for their hours, which must be held at least 3 hours a week.

9/11 Stone Monument

Next to city hall stands two five-foot tall granite blocks; a reminder of the two Arkham residents who died on 9/11 as their plane crashed into the first tower. Massachusetts was home to many of the victims of that day. Each block carries a name: "Pedro Argones," on one, "Jocelyn Masterson," inscribed in the other. Masterson had been teaching Anthropology at Miskatonic and was on sabbatical that term.



City Hall

Mayor

Elected every three years, the mayor is the overseer of the entire town's employees, including the Chief of Police. The position also functions as the chairperson of the school committee. The largest office in city hall is reserved for the mayor, and at least 50 hours of work a week, mostly with the public or other politicians, is to be expected.

The mayor's corner office, looking out on both North Peabody Avenue and East Derby Street, faces the Mental Health Center.

School Committee

The Arkham School Committee meets at 7 pm on the second Tuesday from August to May at the high school. There are five members voted from the same wards as the City Councilors.

Those obtaining a spot on the board should be prepared to receive many phone calls at their homes from concerned parents and citizens. Many times, decisions made by this board are often far more controversial than those of the City Council.

Departments

The operation of the city is entrusted to a number of departments, each with its own responsibilities:

•**Building Department:** building permits and business licenses; code regulations and zoning information.

•**Clerk's Department:** dog, lottery and marriage licenses; registration of births and deaths; elections and voters lists; assessment rolls and by-law information.

•**Engineering Department:** the design and construction of all roads, sidewalks, bridges and sewers. Maps and schematics of Arkham's sewers are stored here. Yellowing maps, some dating back two hundred years or more, are stored in the basement and show the oldest sewers -- many of which are long forgotten. Significantly, a dusty storeroom contains the layout of the tunnels beneath Miskatonic University.

•**Public Works Department:** Maintenance of all parks and playgrounds, cemeteries, streets, sidewalks and sewers, traffic and street lights, garbage collection and snow clearing.

•**Finance Department:** budgets, tenders and collection of municipal taxes.

•**Fire Department:** the prevention and suppression of fires; the provision of emergency rescue services, fire prevention education and fire safety inspections.

•**Human Resources Department:** employment, staff/labor relations, employee benefits, health and safety, staff training and development.

TIMOTHY COFFEE, city attorney, age 44

| | | | | |
|--------|--------|--------|--------|--------|
| STR 12 | CON 15 | SIZ 12 | INT15 | POW 15 |
| DEX 11 | APP 12 | EDU 22 | SAN 75 | HP 14 |

Damage none.

Weapons: none.

Skills: Accounting 40%, Bargain 65%, Computer Use 20%, Credit Rating 60%, Drive Automobile 35%, Fast Talk 60%, History 45%, Latin 35%, Law 80%, Library Use 75%, Listen 40%, Persuade 80%, Psychology 65%.

A nervous but efficient lawyer, he has been able to save the city a great deal of money by settling many cases out of court. He is a diligent worker, but is occasionally overwhelmed by his workload. For the three years he has been the city's head legal counsel, Arkham has never lost in court.

•**Parks Department:** all matters relating to recreation and cultural services, parks, facilities and community centers.

•**Planning Department:** planning policy and rezoning applications.

•**Transit Department:** operates the town's public transportation system and charters within Arkham.

218) INDEPENDENCE SQUARE (THE COMMON)

Dotted with huge oaks and elms, the Common is a large, square grassy area with benches and oversize granite flower planters. In the warmer months, Arkham's homeless sometimes make use of the benches as a place to sleep; as long as they do not bother the young mothers who use the common to sit and stroll with their children, they are left in peace. During inclement weather, the homeless use the nearby public library as shelter.

219) MICK E. CHEESE'S

**NORTHEAST CORNER OF GARRISON AND
ARMITAGE**

Children under age ten find this combination pizza parlor/arcade fun room charming while most adults find it obnoxious. The pizza tastes like cardboard and tomato paste, the salad is limp, sometimes the ice machine runs out, but no matter – children will beg their parents to take them to this place. Hands are stamped at the door by an indifferent teenaged employee so that – in theory – parents and their children are matched, making unauthorized exits with other children difficult.

The arcade features kiddie rides for toddlers, pinball and video games for older children, and huge plastic colorful tubing for the children to scramble through, looking and serving essentially the same purpose as an oversized hamster pen. A small stage in one corner of the restaurant features "Mick E. and Friends," five-foot-tall, cartoonish automatons representing the restaurant's signature kid-friendly characters. These depressing robots – primitive by modern theme park standards – animate with stuttering, jerky movements every fifteen minutes or so, going through an eight minute routine of corny jokes, inane banter, and rip-offs of tired pop songs now lyrically modified to feature the Mick E. gang.

Mick E. Cheese's is always very loud – shrieking children, blings and blips from the arcade games, tired parents yelling at their kids, the automatons blathering and crooning to no one in particular; as such, it is an excellent place to discuss matters discreetly in a public place, although anyone spending time in here without children will quickly be suspect in the eyes of even the most jaded employees.



220) CHOICE CUTS BUTCHER SHOP

37139 EAST ARMITAGE STREET

Quality meats processed in wholesome conditions. Family owned and operated for over thirty years. Hamburger, steak, pot roast, pork, marinated meats, chicken, even game meats (venison, rabbit, buffalo) when in season. More expensive than grocery store prices, yet this shop has a devoted and discerning customer base.

221) MISKATONIC VALLEY ART ASSOCIATION

**NORTHWEST CORNER OF MARSH AND
ARMITAGE**

Focusing exclusively on Miskatonic Valley artists, this gallery housed in a sprawling, well-kept Victorian-style house showcases artists unable to hang work in the more exclusive art halls in Kingsport. There are many showings during the year, and sales are just enough to keep the place going. Hanging since 1929 is a painting titled "R'leyh Rising" by Wade Updike; the artist's last painting before being committed to Arkham Sanitarium.

The gallery is owned by Hayden Neal, who enjoys the social scene much more than the actual business. He leaves that up to his lover and gallery curator Phillip Black. Local painters and sculptors who wish to have their work exhibited must be approved by Black.

The two live in an opulent apartment in the Guardian Building, devoting the entirety of this handsome structure to serve as a gallery and venue for the arts.



Hayden Neal

HAYDEN NEAL, gallery owner, age 43

| | | | | |
|--------|--------|--------|--------|--------|
| STR 10 | CON 10 | SIZ 16 | INT 15 | POW 15 |
| DEX 11 | APP 12 | EDU 13 | SAN 80 | HP 15 |

Quotes: "I know what I like and I know what I hate."

"I'm never the driver, only the drinker."

"What a great wine."

Damage Bonus: none.

Weapons: none.

Skills: Appraise Art 43%, Appraise Wine 23%, Art History 40%, Credit Rating 79%, Drive Auto 11%.

Hayden is a functional alcoholic who loves to party. He is almost never sober, but never drives his very expensive sports car, purchased for him by his boyfriend Phillip.



Phillip Black

PHILLIP BLACK, art scholar and businessman, age 40

STR: 13 CON 15 SIZ 14 INT: 14 POW 13
DEX: 14 APP 14 EDU 17 SAN 65 HP 15

Quotes: "Awful. Absolutely awful."

"I can't, I have to drive you-know-who."

Damage Bonus: +1D4.

Weapons: fencing foil 57%, damage 1D6+db.

Skills: Appraise Art 79%, Appraise Art 87%, Art History 80%, Cthulhu Mythos 2%, Drive Auto 45%, Fencing 45%.

A one-time aspiring Olympic fencer from a very wealthy family, Black did not have the talent, so moved on to his next great passion - art and art history. He has an excellent eye for good talent and is very knowledgeable about all types of artwork.



222) ARKHAM NATURAL GAS COMPANY

235 ARMITAGE STREET

Gas company technicians conduct monthly inspections of customers' gas meters as well as make emergency calls, especially for gas leaks. All accounts delinquent by more than 90 days are scheduled for shutoff.

223) COMFAST COMMUNICATIONS SERVICES

345 EAST ARMITAGE STREET

Comfast is the main provider of telephone, broadband Internet, and cable television service in Massachusetts. The most modern 911 emergency services are in use.

Although they do not actively monitor household or commercial accounts, the company will not hesitate to call local or federal authorities if they should detect or suspect illegal use of their Internet, telephone, or other services. Following federal guidelines, the FBI, NSA, or other large government intelligence or law enforcement agency can and will step in to discreetly monitor Comfast activity if they have cause to suspect criminal or terrorist activity.

224) TROLLEY CAR

404 EAST ARMITAGE STREET

This large wooden shed on the edge of Independence Square houses "Bessy," a 1911 trolley built by the St. Louis Car Company. Once home to the Arkham Trolley Company, now only Bessy remains. The trolley sat unattended, quietly rusting in the old shed for years, until a civic improvement project in the 1980s refurbished both Bessy and the trolley shed with private donations. Now Bessy gleams like the day she rolled out of the production yard, although she is no longer in service. A short length of track allows Bessie's 45 foot, 8-inch length to roll forward out of her shed gates for special occasions, such as the Fourth of July, when holiday activities are in full swing in the Square.

225) PITT APARTMENT BUILDING

480 NORTHGARRISON STREET

Two or three room flats with own bathroom and shower. Unglamorous and unassuming yet affordable. On

the fifth and top floor of this building, in Apartment F which faces his sometime place of work, resides Karl Vincenzo.

Due to the fact that he lives almost directly across from the newspaper's office, Vincenzo has been re-hired in a pinch four times, after being fired three and quitting once. He drinks heavily some nights, staring out at the *Advertiser's* neon sign, cursing his editor John Macrone.

When in the proper mood, Murphy can be an above average reporter, though he tends to become too personally attached to his stories.

KARL VINCENZO, occasional reporter, age 50

STR 14 CON 12 SIZ 17 INT 15 POW 14
DEX 12 APP 10 EDU 16 SAN 88 HP 15

Quote: "You know, I gotta pretty bad temper, but YOU take the cake."

"I'm the best writer you have!"

Damage Bonus: +1D4.

Weapons: none.

Skills: Accounting 21%, Computer Use 40%, Credit Rating 09%, Drive Automobile 30%, Fast Talk 45%, Law 30%, Library Use 65%, Listen 30%, Persuade 60%, Photography 62%, Psychology 55%, Spot Hidden 60%.

226) ARKHAM CONVENIENCE

148 EAST ARMITAGE STREET

A depressingly drab, utilitarian little convenience mart illuminated day and night by bright fluorescent tube lights, giving the metal shelving, their wares, and the linoleum floors a washed-out look. An Asian woman of late middle years sits behind the counter, seemingly the store's only manager, employee, and possibly owner. Purchasing non-perishables here is a safe bet, but beware the dairy products or anything with an expiration date. Due to Massachusetts liquor laws, no alcoholic beverages are sold here, although the place does a very brisk trade in cigarettes and lottery tickets, both of which are behind the front desk. Oddly, the place carries a dusty selection of faded, curled greeting cards, which stock never rotates. Perhaps the only place one can buy a decade-old Christmas card in July for a buck or two.

227) MISKATONIC LIQUORS

467 MARSH STREET

Beer and wine sold here, also cigarettes and lottery tickets. Open Sunday through Wednesday until 9 pm, 11 pm on Thursdays, Fridays and Saturdays. Clerks have become experts at discerning fake I.D. cards proffered by enterprising underage Miskatonic students.

228) ARKHAM POLICE HEADQUARTERS

179 EAST CURWEN STREET

The police department moved from its original station on East Armitage Street to this gray, industrial looking building over twenty years ago. It reminds the viewer of 1930s German architecture. Large darkly tinted oval windows are set in uniformed rows on this three story concrete structure. These windows are not bulletproof. Arrestees are driven below the building directly into a holding area where other officers are on hand if assistance is needed.

Chief Andrew Reagan commands twenty patrol officers, four office personnel, six rotating 911 operators (two on duty at all times), four sergeants, and three detectives. Ryan has recently introduced bicycle patrols to the Downtown, Merchant, and Rivertown areas. Cruisers patrol the entire city.

There are eight cells at the Arkham station: six are for adult males, and there is one each for adult female and juvenile detainees. Suspects are held here only until they can be transported to the Essex County Jail for pre-trial hearings.

The county lockup is staffed by the Essex County Sheriff's Office, with backup provided by the nearby Massachusetts State Police barracks just off nearby Route 1. Apprehended suspects are first taken to the booking office at Arkham Police Headquarters, read their rights, officially charged, and offered one phone call. Friday and Saturday nights often find the jail crowded with the drunk and disorderly, (much like the hospital). Will Murphy (Entry 501), is the town's one bail bondsman, and is on call 24-hours a day.

Massachusetts State Police can be called in at need, arriving in appropriate numbers from the barracks in nearby Danvers and further if necessary. The Federal Bureau of Investigation maintains offices in Boston; they will be called in for crimes involving federal or multi-state offenses. Emergency 911 calls made from any phone automatically route to the State Police.



Karl Vincenzo



Arkham Police Headquarters

ANDREW REAGAN, chief of Arkham Police, age 57

| | | | | |
|--------|--------|--------|--------|--------|
| STR 14 | CON 16 | SIZ 17 | INT 15 | POW 16 |
| DEX 14 | APP 15 | EDU 14 | SAN 65 | HP 16 |

Damage Bonus: +1D6.

Weapons: Fist/Punch 75%, damage 1D3+1D4

Grapple 60%, damage special

.45 automatic 65%, damage 1D10+2.

Skills: Climb 50%, Computer Use 35%, Credit Rating 70%, Drive Automobile 55%, First Aid 40%, Hide 40%, Law 65%, Listen 50%, Martial Arts 45%, Mechanical Repair 40%, Persuade 45%, Photography 40%, Psychology 40%, Sneak 30%, Spot Hidden 60%, Throw 55%, Track 30%.

Chief Andrew Reagan is a lifelong Arkham resident and a fourth generation lawman. His grandfather and father finished their civil career as Chief of Police, and Reagan was appointed last year. He is an old school, rough and rugged individual, but very dedicated to protecting the innocent from violence and theft. He will not tolerate insubordination or incompetence from his officers.

SAMMY POWELL, detective, age 52

| | | | | |
|--------|--------|--------|--------|--------|
| STR 13 | CON 13 | SIZ 16 | INT 10 | POW 12 |
| DEX 9 | APP 9 | EDU 11 | SAN 56 | HP 14 |

Damage Bonus: +1D4.

Weapons: 9mm automatic 50%, damage 1D10

.22 automatic 50%, damage 1D6

Mace spray 55%, damage incapacitate 2D10 minutes

Nightstick 60%, damage 1D6+1D4.

Skills: Bargain 55%, Computer Use 15%, Credit Rating 05%, Drive Automobile 40%, Fast Talk 55%, Forensics 20%, Law 65%, Library Use 15%, Listen 40%, Persuade 65%, Photography 30%, Psychology 35%, Sneak 25%, Spot Hidden 55%, Track 30%.

Detective Sammy Powell has been on the force twenty years now. He is not a very competent or honest officer, and Chief Reagan is collecting information to fire him without union opposition. When Powell does deal with the public, he is often found to be arrogant for no reason and openly lazy.

He lives in a modest tract home west of town with his nervous wife and youngest son. His older son is in the Marines, (unknown to the family, in the brig for theft), and his daughter attends Florida State, (where she is making lots of money as a "dancer," and is preparing to tell her folks she is dropping out of college).

MICHAEL NILSSON, newly appointed detective, age 31

| | | | |
|--------|--------|--------|-----|
| STR 14 | CON 15 | SIZ 12 | INT |
| 15 | POW 15 | | |
| DEX 16 | APP 14 | EDU 16 | |
| SAN 88 | HP 14 | | |

Damage Bonus: none.

Weapons: Fist/Punch 55%, damage 1D3

.45 automatic 65%, damage 1D8+4

Grapple 65%, damage special.

Skills: Accounting 15%, Bargain 45%, Conceal 25%, Drive Automobile 35%, Electrical Repair 30%, Fast Talk 25%,



Crying Cthulhu: the Mythos and Town Police

Arkham's law enforcement officers are no strangers to bizarre and unsolvable crimes. Chief Andrew Reagan has seen many things throughout his tenure in law enforcement, and is more open minded than one might believe on first meeting him.

Investigators running to the police with unsubstantiated reports of strange dog-men in the graveyards, cosmic horrors, or modern-day black magic will find themselves under heavy scrutiny. However, a coherent story will give the claimant at least an initial interview with a detective.



Andrew Reagan

Hide 30%, Law 65%, Locksmith 25%, Mechanical Repair 75%, Natural History 25%, Navigate 25%, Psychology 40%, Sneak 45%, Spot Hidden 65%, Track 73%.

One of the nicest officers on the force, detective Michael Nilsson has been a compliment to the department since joining seven years ago. He is a dedicated, smart and determined detective who works hard on behalf of victims.

JANE YARIS, detective, age 32

STR 13 CON 15 SIZ 13 INT 14 POW 14
DEX 17 APP 13 EDU 14 SAN 85 HP 14

Damage Bonus: +1D4.

Weapons: Fist/Punch 76%, damage 1D3+1D4

Kick 75%, damage 1D6+1D4

Nightstick 50%, damage 1D6+1D4

Grapple 75%, damage special

9mm automatic 55%, damage 1D10.

Skills: Accounting 15%, Bargain 45%, Conceal 25%, Drive Automobile 35%, Electrical Repair 30%, Fast Talk 25%, Hide 30%, Law 65%, Locksmith 25%, Martial Arts 68%, Mechanical Repair 75%, Natural History 25%, Navigate 25%, Psychology 40%, Sneak 45%, Spot Hidden 65%, Track 73%.

Detective Jane Yaris is a black belt in both Tae Kwon Do and Brazilian Judo. Because of her martial skill, she can take down a much bigger opponent without assistance. She is an adequate detective, but very dedicated, honest and hard working. She is the only member presently on the police force who has killed (justifiably) someone in the line of duty.

TYPICAL SERGEANT

STR 16 CON 15 SIZ 16 INT 14 POW 15
DEX 15 APP 11 EDU 13 SAN70 HP 16

Damage Bonus: +1D6.

Weapons: Fist/Punch 70%, damage 1D3+1D6

Head Butt 30%, damage 1D4+1D6

Grapple 70%, damage special

9mm pistol 65%, damage 1D10.

Skills: Drive Automobile 50%, First Aid 50%, Forensics 25%, Hide 20%, Law 50%, Listen 45%, Persuade 55%, Psychology 55%, Spot Hidden 55%.

TYPICAL PATROLMAN

STR 15 CON 14 SIZ 15 INT 13 POW 14
DEX 13 APP 11 EDU 12 SAN 70 HP 15

Damage Bonus: +1D4.

Weapons: Fist/Punch 65%, damage 1D3+1D4

Head Butt 20%, damage 1D4+1D4

9mm pistol 70%, damage 1D10

Pepper Gas 80%, damage stun 2D10 minutes

Nightstick 55%, damage 1D6+1D4

Grapple 60%, damage special.

Skills: Drive Automobile 60%, First Aid 45%, Forensics 15%, Hide 25%, Law 60%, Listen 40%, Persuade 55%, Psychology 45%, Sneak 35%, Spot Hidden 55%.



Sammy Powell

229) UNITED STATES POST OFFICE

487 NORTHPEABODY AVENUE

Now operating out of a very new, modern building, the older structure on the same site was demolished a decade ago to provide the Post Office with a thoroughly modern facility for today's expanded postal services. The Postmaster is Donald MacFeely. He oversees a

dozen office workers and sixteen mail carriers. Delivery time varies throughout town. Passports may be acquired here.



230) ARKHAM FIRE DEPARTMENT

418 EAST ARMITAGE STREET

Arkham has ten full-time fire fighters and six full-time paramedics. The Armitage Street station holds two fire engines, both more than twenty years old, a brand new hook and ladder truck, and an updated Emergency Response truck for small, non-fire emergencies. Five fire fighters and at least two paramedics are on duty at all hours on three rotating shifts. Those on duty sleep upstairs.

The fire station's truck bay floor is slowly sinking under the weight of the fire engines, requiring costly repairs funded by a proposed tax override. It is a political hot-topic in town.

Fireman Daniel Hinckley is a member of Arkham's witch cult. The other firefighters find Hinckley unpopular for indefinable reasons. He's the odd man out. Hinckley knows this and is resentful, but has not (yet) tried anything nasty connected with his job.

TYPICAL FIREMAN

| | | | | |
|--------|--------|--------|--------|--------|
| STR 16 | CON 16 | SIZ 16 | INT 13 | POW 14 |
| DEX 14 | APP 12 | EDU 13 | SAN 70 | HP 16 |

Damage Bonus: +1D6.

Weapons: Fist/Punch 55%, damage 1D3+1D6

Fire Axe 75%, damage 1D8+2+1D6.

Skills: Chemistry 25%, Climb 75%, Dodge 35%, Drive Truck 55%, Fire Fighting 75%, First Aid 50%, Jump 40%, Mechanical Repair 35%, Navigate 40%, Spot Hidden 45%, Swim 40%.

231) BIG BASKET

422 NORTHGARRISON STREET

The main supermarket chain in the Miskatonic Valley, this large store is open 7 days a week: Monday to Friday, 7:00am - 9:00pm; Saturday, 8:00am - 9:00pm; and Sunday, 8:00am - 6:00pm.

232) MORMON MEETING HOUSE

NORTHWEST CORNER OF HIGH LANE AND PEABODY

A large, well-maintained place serving as religious home for greater Arkham's Latter Day Saint population.

A vacant lot across the street also belongs to the Church. There, the community has built a large house containing Sunday School classrooms and a dormitory for Mormon students at Miskatonic University and traveling Latter Day Saint missionaries.

233) WALL TO WALL

470 MARSH STREET

Paint, wallpaper, and flooring supplies and installation. The owner, Ron Sklar, could tell you a few stories about what he's discovered papered or boarded over in some of Arkham's older homes and buildings. Fortunately for Mr. Sklar, his imagination runs to more to grout than grimoires. His teenage son, Steven, however, is fascinated by the occult and often works with his father on jobs after school. It may be only a matter of time before the pair uncovers some strange business underneath old floorboards and Steven is ensnared in cosmic designs beyond his understanding or control.

234) ARKHAM NATIONAL BANK

420 MARSH STREET

Open Monday to Wednesday, 9:00am - 6:00pm; Thursday, 9:00am - 8:00pm; Friday and Saturday, 9:00am - 3:00pm. Still independent after decades of business, Arkham National Bank leads a precarious existence, continually fending off acquisition attempts by national banking conglomerates. Its president, Edward Johnston, is a secret member of Arkham's witch cult.

235) PUMP 'N GO

NORTHWEST CORNER OF HIGH LANE AND PEABODY

This corner has always had a gas station for as long as anyone can remember. Currently owned by an independent operator, the Pump N' Go is self-service only and there is no mechanic on duty. The former garage bay is now the cashier's station and a mini-mart selling all manner of non-alcoholic beverages, snacks, cigarettes, necessities, notions, and lottery tickets. Asking for road directions, auto repair assistance or help of any kind from the cashier will elicit a polite, ineffectual response in heavily accented, fairly unintelligible English. He'll ring up your sale but otherwise you're on your own.

236) ARKHAM CAB COMPANY

433 NORTHPEABODY AVENUE

Though cabs have become less used as more people own cars, Arkham Cab Company still does well enough (especially near the university), to employ three full-time drivers. "The fleet" consists of four aging Chevrolet Caprice station wagons, battered, dirty, and well past their prime. Still, parts are cheap and the vehicles are dependable if not stylish. Rates are average, and must comply with state licensing limits.

Mostly the cabbies take people to and from the Big Basket grocery store, cart late-night parties safely home, and drive families and businessmen to and from Logan Airport or the smaller Arkham Airport. Once in a while a truly bizarre pick-up or drop-off occurs, which the cabbies enjoy discussing over the radio once the fare is out of the cab. Truly some humorous, sometimes strange and unsettling exchanges can be picked up by anyone tuning in to the correct channel on a scanner.

One of Arkham Cab's night drivers is Charlie Bickle, a simple individual who is quite talkative - for a reason. Bickle is associated with the town's subterranean ghoul population. He has abducted more than one out of town drunk as a tasty treat for his repugnant friends. Though there is no suspicion cast upon him yet, Charlie is nowhere near as smart and clever as he believes, and this may lead to problems for him. He is very quick to use violence.

CHARLIE BICKLE, taxi driver, age 30

| | | | | |
|--------|--------|--------|-------|--------|
| STR 16 | CON 15 | SIZ 16 | INT9 | POW 13 |
| DEX 13 | APP 7 | EDU 9 | SAN 0 | HP 16 |

Damage Bonus: +1D4.

Weapons: Tire iron 40%, damage 1D4+1D4
.38 Snub-nose pistol 30%, damage 1D10.

Skills: Drive Auto 65%, Electrical Repair 20%, Fast Talk 25%, First Aid 20%, Listen 60%, Mechanical Repair 45%
Navigate 55%, Spot Hidden 45%.

237) MARLEY'S GNARLY PARLOR

420 NORTHPEABODY AVENUE

This edgy, incense-laden place sells joke gags, skateboard gear, tee-shirts sporting edgy slogans, the aforementioned incense, gargoyles, goth-style clothing and footwear, and paraphernalia intended for use with illegal tobaccos (glass pipes, rolling papers, hookahs, etc). Signs are all over the store proclaiming: "For Legal



Charlie Bickle and the ghoul

Tobacco Purposes Only," and "If you talk about anything illegal, you will be asked to leave!" Police are suspicious of the place but plainclothes detectives casing the store have never observed illegal drug use or sales.

The owner, Patrick Talley, has the easygoing demeanor and outward appearance of a sixties-era hippie, yet in reality he is a shrewd businessman. He is quietly on his way to making a small fortune with his business. At home, away from prying eyes and ears, Talley listens to classical music, reads the Wall Street Journal religiously, and checks his investments online. He has never taken illegal drugs, finding them frightening and repellent.



Charlie Bickle

238) PIN LIOU'S TATTOOS

443 FISH STREET

Pin Liou has been in the flesh art business for a long time. His actual age is unknown, but this seemingly middle-aged Asian man has been in business for as long as anyone can remember, and neither he nor his shop has changed in all these years. His shop occupies a run-down storefront rife with exotic oriental bric-a-brac, books in bizarre, unreadable languages, and strange designs of Chinese and Japanese (and less recognizable) origin - a collection of Pin Liou's personal artifacts over a long lifetime of strange adventure. The man only does tattoos, and does them very well. Any investigator making a successful **Pharmacy** or **Chemistry** roll will notice a faint scent of opium lingers in the shop, well mixed with the exotic incense that Liou keeps burning day and night.

The door to Liou's storefront is never locked; lights burn mysteriously within the shop throughout many a long, dark night. The tattoo artist is present at all times, no matter when visited. Sharp-eyed investigators monitoring the shop will notice a woman (or is she?) who is possibly Liou's wife (and perhaps not). She travels to and from Boston, bringing to the tattoo artist all manner of strange books, supplies and objects that defy easy identification.

Pin Liou lives in a small, one room dwelling at the rear of his shop, entered through a beaded curtain into which has been cunningly worked an Elder Sign motif.

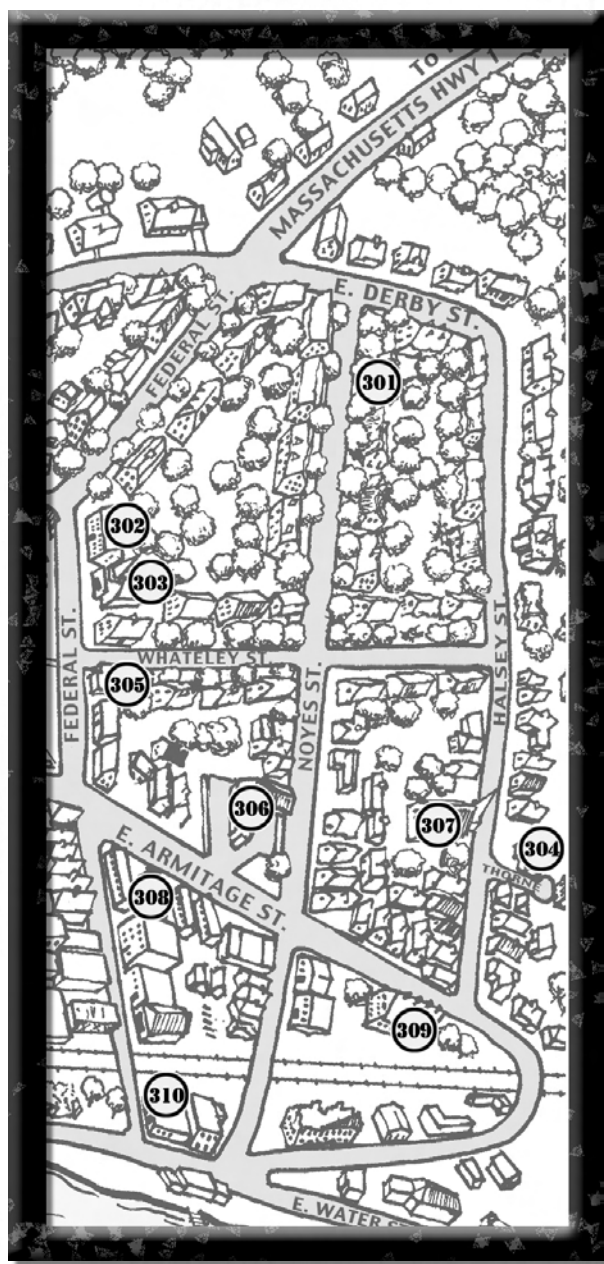
PIN LIOU, ever stranger in a strange land

STR 10 CON 11 SIZ 10 INT 18 POW 20
DEX 18 APP 12 EDU 22 SAN 55 HP 11

Spells: Contact Deep One, Dread Curse of Azathoth, Shrivel, Vorish Sign.

Skills: Cthulhu Mythos 25%, Dodge 75%, Gamble 90%, Hide: 91%, Jump 88%, Listen 70%, Martial Arts 75%, Occult 70%, Other Language (Cantonese) 41%, Other Language (English) 41%, Other Language (Hakka) 51%, Other Language (Japanese) 52%, Other Language (Korean) 50%, Own Language (Mandarin Chinese) 80%, Pharmacy 72%, Psychology 72%, Spot Hidden 75%, Four Needle Tattoo 75%, Seven-Color Tattoo 87%, Treat Poison 45%.

EAST-TOWN



East-Town Map

Once the neighborhood that was home to Arkham's Portuguese community, East-town's minority population is now predominately Hispanic and Southeast Asian. Few of the stately old homes above Whateley Street remain; the old families - the Derbys, Ornes, Pickmans, and Pickerings - are gone. The scene of much unrest in the 1980s, East-town has the highest crime rate in all of Arkham. A common rumor holds that there are parts of East-town that even the police will not enter.

301) THE HYPNOTIST'S HOUSE

753 NOYES STREET

Shuttered and boarded up for decades, this rambling, rundown house was purchased at auction almost ten years ago by professional hypnotist entertainer John "Jimmy Flair" Smith and his wife, Sarah. The couple have spent the last few years and considerable funds restoring the house to an upscale and livable state.

While renovating the house, the couple made a very disturbing find in the attic: rusty wall bolts and chains, indicating that someone was kept here against their will, long ago. Some ancient, bloody ladies' nightclothes were also found balled up in the

East-Town

attic, stuffed in a corner behind old boxes. The Smiths shudder to think what may have occurred in their home. They have told no one of their discoveries and suspicions.

John is fairly well known in the Boston area as "Jimmy Flair, the X-Rated Hypnotist." He makes a very nice living hypnotizing people in nightclubs and making them do humorously erotic or obscene things while under his spell.

Recently John was practicing his craft at home on his wife and stage assistant, Sarah. While under hypnosis, she began to channel the voice of someone named Beatrice. The voice was very angry, even disturbed; Sarah briefly attacked John while in trance, then began clawing furiously at her own face. Mr. Smith quickly broke his wife from the trance; he had to drive her to the Medical Center for a few stitches above her left eye. The two have since discussed what occurred, wondering if and how they should address this disturbing turn of events.

JOHN "JIMMY FLAIR" SMITH, professional "X-rated" hypnotist, age 38

| | | | | |
|--------|--------|--------|--------|--------|
| STR 13 | CON 15 | SIZ 13 | INT 15 | POW 17 |
| DEX 16 | APP 14 | EDU 16 | SAN 70 | HP 14 |



Quotes: "Let's see what we can find out about his one, eh people?"

Skills: Hide 65%, Hypnosis 69%, Listen 81%, Psychology 60%, Spot Hidden 55%.

Should a Mythos investigator be well known, or at least known to John, he may contact them and ask for advice. He is even unsure on how to find out the history of his house, so he may look to players for help there too.

SARAH "SUSIE FLAIR" SMITH, professional triple-X hypnotist assistant, age 36

| | | | | |
|--------|--------|--------|--------|--------|
| STR 10 | CON 15 | SIZ 9 | INT 14 | POW 16 |
| DEX 16 | APP 16 | EDU 15 | SAN 85 | HP 12 |

Skills: Hide 51%, Hypnosis 25%, Jump 58%, Listen 59%, Psychology 44%, Spot Hidden 70%.

Sarah is like her husband, a nice and very normal person who found a way to make a lot of money with raunchy material. Mrs. Smith is very interested about her house, but is more than a little apprehensive regarding what research may unearth.

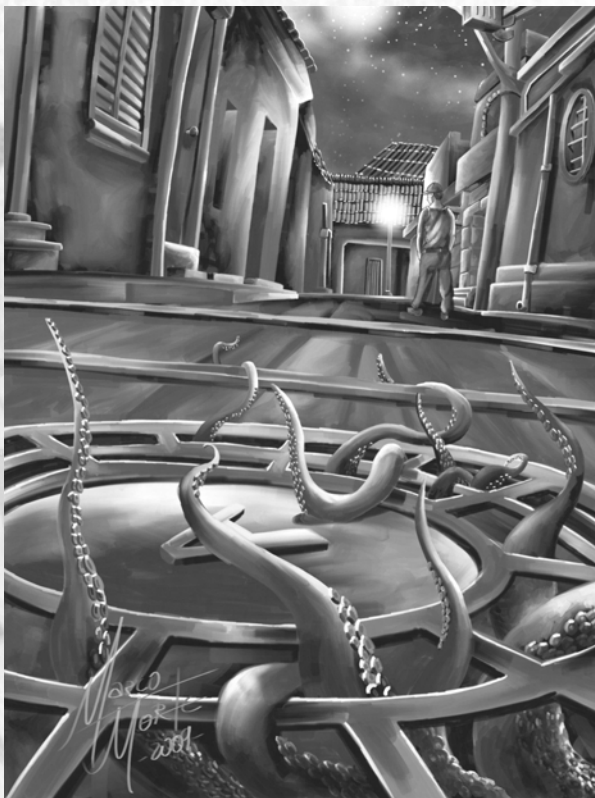
302) PICKERING HOUSE

698 FEDERAL STREET

This mansion, built in 1828 by Captain Thomas Pickering, was one of the city's grandest homes until Halloween night, 1951, when fire destroyed the house, taking with it numerous priceless artifacts, records and antiques from Thomas Pickering's career as a privateer and south seas trader. Arson was suspected at the time but nothing was proven.

The house was rebuilt in 1957 from photographs and plans of the original dwelling; however funding dried up, corners cut, and the final result is a house that is more like the faded memory of a once-grand dwelling than a faithful reproduction. Since then the house has been owned by many people. It is presently between owners and up for sale, perhaps a fine home for an Investigator newly settled in Arkham.

Buried in the back yard of the property beneath a dying oak tree is rusted metal case. Within that case is what may be the only artifact to survive from Thomas Pickering's era: an old Australian aboriginal stone axe. Carved into the head of the axe is a clearly marked Elder Sign. How the case and its cargo came to be buried behind the house is lost to time; however the discovery of the artifact may be imminent as the oak tree is likely to blow over in a good wind storm and its roots will partially pull up the metal case when the tree falls.



East Town

303) FIRST PARISH UNITARIAN CHURCH OF ARKHAM

656 FEDERAL STREET

This church was founded in 1778 and moved into this fine building in 1875. The current minister, Reverend James Barron, is discouraging the congregation from moving to a "safer neighborhood" in the northern suburbs. The Church has a large religious and historical library that includes a locked-away copy of the *Book of Dyzan*.

Their basement may be rented out to anyone for a fee of \$40.00/ day, or ten dollars daily for members of the congregation.

Easily the most liberal and free-thinking of the recognized churches in Arkham, the Unitarians host a new age, pagan gathering the first Wednesday evening of every month and sponsor several talks a year on various, sometimes unconventional, aspects of spirituality and metaphysics. Investigators looking to present the least malign aspects of their occult investigations to a wider audience may find sympathetic attendees here.



304) MELISSA'S SHOWPLACE

3 THORNE STREET

A strip joint. Hours are 2 pm to 2 am, Monday through Saturday, closed Sundays. From the outside, the place looks like it could be any mid-sized restaurant or pub; the fact that all the windows are opaque might raise an eyebrow. Inside, there are tables seating from three to fifteen, all arranged around a central catwalk. Three smaller, circular stages are set up around the premises for simultaneous acts. All stages feature a brass pole (the main catwalk has several) for the strippers to use as support as they contort their flesh into all manner of suggestive positions. Wednesday night is "amateur night," when "regular girls" with a penchant for disrobing can earn a prize of \$500.

A disc jockey booth is arranged against one wall, near the bar. At any given time, up to six women are strutting their stuff on-stage or giving lap dances to generous patrons. Serious-looking, heavily-built bouncers in white shirts and black pants, hover near the girls, ready to interpose should any patron become too

The Book of Dyzan

Handwritten English Edition (16th century)

SANITY LOSS: 1D4/1D6, +9
Mythos, 16 weeks to read completely,
32 hours to skim

SPELLS: Call Forth Child of the Wood (Summon/Bind Dark Young of Shub-Niggurath), Call Forth the Unseen Walker (Summon/Bind Dimensional Shambler), Call Forth

Wind Spirit (Summon/Bind Byakhee), Dream Vision (Contact Cthulhu).

The pages of this book are water-damaged, resulting in smudged lines and sometimes whole pages. The book is still legible, but many parts are at least somewhat affected; this may affect the potency, accuracy or completion of some spells.

Mold has taken a terrible toll on the book.



friendly or not be able to handle his liquor. Although mostly the province of male customers, some couples do frequent the place, especially on weekends.

There is a "V.I.P. lounge" to the rear of the building where especially well-heeled patrons can have private parties, entertained by the beautiful young dancers. It's rumored that a lot more than prancing and dancing goes on behind these closed doors. In the V.I.P. Lounge, individual customers can go through hundreds, even thousands of dollars in a single evening, on drinks and girls.

Any youthful, good-looking female Investigator (APP 15 or higher) can, with a successful **Luck** roll and a lack of modesty, find well-paying work here, pocketing over a thousand dollars in small bills on a weekend (maybe half that on weeknights). Several dancers at Melissa's Showplace are students at Miskatonic. This has lead to occasional awkward moments when a professor will be grading a girl's paper on Friday afternoon and stuffing her g-string with dollars that same night.

305) TRANSFORMER STATION

606 WHATELY STREET

Controlling all electrical power north of the Miskatonic River, the main electrical lines run parallel to the railroad tracks. The building is surrounded by twelve foot chain link fencing topped with cyclone razor wire. The fence gates face the road and are secured with a simple STR 20 padlock.

Foolish investigators who manage to scale the fence and pass the barbed wire require a critical **Electrical**

Repair roll to turn off the power to the north side of the city; a fumbled roll results in 12D6 of electrical damage.

306) KNIGHTS OF COLUMBUS

511 NOYES STREET

Arkham Council 599 meets every second Wednesday. The Knights of Columbus is a fraternal order open to all Catholic men. Seeing themselves as a beacon of light in an otherwise dark place, the Knights host many charitable functions in their large hall, hoping through community service to reach out to the disenfranchised. They are constantly looking to boost membership.

307 LORD'S SALVATION BAPTIST CHURCH

571 HALSEY STREET

A house of worship serving Arkham's present-day ethnic and immigrant community. Still the main African-American Baptist church of greater Arkham, and still home to the most rousing service to be found on any given Sunday. Despite the shift in Arkham's ethnic population from black to Hispanic and Asian, the Church still draws many black parishioners from across the North Shore; many of the families who attend can trace their affiliation with the Church to the 1920s and earlier. The current minister, Douglas Lowery, is a charismatic leader of the community, using his community standing to rail against what he sees as the evils of the day: drugs, violence, society's lack of morals and "trendy atheism." The dedicated preacher believes in the literal power of Satan as the corrupting force behind mankind's woes, and stands ready to confront the Dark One or his minions at any opportunity.

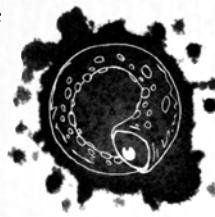
DOUGLAS LOWERY, preacher, age 56

STR 12 CON 12 SIZ 13 INT 15 POW 16
DEX 13 APP 14 EDU 20 SAN 77 HP 13

Damage Bonus: +1D4.

Weapons: Baseball bat 25%, damage 1D8+1D4

Skills: Accounting 30%, Art (Sing) 55%, Art (Play Piano) 35%, Bargain 45%, Climb 45%, Credit Rating 40%, Drive Automobile 30%, Fast Talk 40%, First Aid 40%, History 60%, Library Use 55%, Listen 55%, Occult 25%, Other Language (Latin) 20%, Persuade 80%, Psychoanalysis 30%, Psychology 70%, Sneak 25%, Spot Hidden 45%, Throw 30%.



308) DRUG DEALER

650 ARMITAGE STREET

Greg Morton sells marijuana, hashish and pot-brownies to the "right people." He stays home all day playing guitar, and welcomes the company of his customers. Should one wish to purchase anything from Morton, they must be introduced to him by someone in his good standing.

Before transactions he insists on playing his latest riffs and talking about musicians no one would ever care about. This can cause quite a backup in his living room. Due to his non-violent and discreet nature, the police are not aware of this business.

GREG MORTON, marijuana dealer, age 40

STR 11 CON 16 SIZ 12 INT 12 POW 12
DEX 13 APP 13 EDU 16 SAN 75 HP 15

Damage Bonus: none.

Weapons: Fist/Punch 40%, damage 1D3+1D4.

Skills: Accounting 40%, Art (Guitar) 30%, Bargain 45%, Chemistry 25%, Conceal 40%, Fast Talk 50%, Pharmacy 55%, Psychology 30%.



309) ARKHAM

COMMUNITY TELEVISION

750 EAST ARMITAGE STREET

Local community media at its most prosaic. Occupying a building that was for years an auto repair shop is *Arkham Community Television Station*. Any Arkham resident who is willing to sit through three 2-hour classes can get some airtime for free. As long as the show is not slanderous or against community decency standards, residents can rant about any subject to the city.

This may of course damage the individual's reputation if one comes off as a raving lunatic. An average show garners between 20 – 90 viewers, and is in-town only. Members can also borrow top of the line digital video cameras, and use editing programs and computers for no charge. All equipment is insured for any type of accident or damage.

MITT WELFAORE, station manager, age 39

STR 12 CON 10 SIZ 13 INT 15 POW 10
DEX 13 APP 10 EDU 14 SAN 50 HP 12

Quotes: "One of these days I'm gonna make a movie about working in a community television station."

Damage Bonus: none.

Weapons: none.

Skills: Accounting 60%, Conceal 45%, Driving 06%, Hide 40%, Mechanical Repair 50%, Persuade 65%, Photography 80% Physics 20%, Psychology 55%, Sneak 40%, Spot Hidden 35%.

310) ICE HOUSE RECORDINGS

600 EAST WATER STREET

Ten years ago, Miskatonic Electrical Engineering student Max Brusatori decided to combine his love for rock music for his talent with electronics, and Miskatonic Recording Studio was born. Using money borrowed from family members, Brusatori set up shop at the old abandoned Ice House building, with a small but well-equipped recording studio, a good-sized office, and an apartment on the second floor where Brusatori makes his home.

Local band The Cane Toads are regulars at Miskatonic Recording Studio; increasingly their music has a disturbing, atonal quality that Brusatori struggles to capture with his electronics. Lead guitarist Elijah Blood is becoming difficult to work with, accusing Max of having substandard equipment (it's not) and/or being inept in his technical mastery (he's not).

Other members of the band do not share Blood's opinions, seeing a darker, wilder side of their lead guitarist manifesting before them. They too are finding him increasingly difficult to be around, and are quietly debating the merits of replacing him.



MAX BRUSATORI, recording studio professional,
age 29

STR 16 CON 16 SIZ 16 INT 14 POW 10
DEX 12 APP 14 EDU 13 SAN 50 HP 16

Quotes: "Nice track. Let's do it one more time and we'll nail it."

Skills: Art (Sound Recording) 60%, Art (Guitar) 23%, Listen 28%, Psychology 35%.

Unnamable House

The unprinted history of the Unnamable House is a little less “just so.” Built in 1706 by a suspected warlock lately fled from nearby Salem, this unnamed individual soon began his unsavory practices anew in Arkham. The man aroused the ire of his neighbors with the odd and frightful sounds emanating from his house, particularly from the attic. Nights of the waning moon were most terrible. The warlock summoned up one particularly loathsome creature, allowing it to walk in the night, to spy on neighbors and intimidate people in the nearby parsonage from acting out against the wizard. Several years passed in this fashion, with the parsonage too terrified to act out against the necromancer terrifying their small community.

One night in 1710, on a lonely country road in the vicinity, all this changed. The loathsome, unnamable monster came upon one traveler who turned the tables on the creature. This mysterious, lone traveler in Puritanical garb – calling himself only “Kane” – was somehow able gain the advantage over the monster. As witnessed by a post rider who happened upon the scene, this mysterious traveler chased the fiend straight over Meadow Hill and back to the home of its master.

The wizard shortly appeared, and began a series of somatic gestures, intending to aid his otherworldly servant in defeating the grim Puritan. Before the necromancer could finish his incantation, Kane smartly produced his flintlock pistol and shot the wizard through the eye, killing him on the spot. With an unearthly wail, the unnamable servant vanished the very moment a lead ball tore through the brain of its master.

As he departed the parsonage, Kane instructed the villagers to burn the wizard’s remains with the ominous words “happy the town at night whose wizards are all ashes.” The fearful yet relieved villagers instead quickly buried the necromancer near the unmarked slate slab in the Old Wooded Graveyard (entry 405).

Kane, apparently, knew that of which he spoke. The fiendish, unnamable servant of the necromancer somehow returned to the place of its original summoning. It located and entered the body of its master, changing the corpse’s fundamental properties. Shortly it escaped the grave and enacted a horrible, bloody revenge on the parsonage. Sated with their agony, the wizard-thing retreated to its old lair, the attic of the house where it was first brought to this plane. Before he expired from his wounds, one sufferer was able to describe his attacker to the influential minister Cotton Mather, who described the frightful creature as “the thing with the blemished eye, more than beast, but less than a man.”

Decades passed and the thing lived on in the attic of the old house, shunned by neighbors as Arkham grew up around it. Fact became speculation, which in turn became old wives’ tales with which to scare the young and credulous.

In 1793, an adolescent boy exploring the house in order to show up his friends learned firsthand that the old legends were true. The boy fled shrieking from the house. Again the old house was shunned for many years, its lone inhabitant seemingly content to squat and gibber and while away the decades in its attic lair. By some quality the thing seems able to pick up on the psychic emanations of those nearby. Anyone in the vicinity of the home and specifically focusing on tales of the fearful attic dweller will somehow draw it forth, hungry and malignant.

In 1922 two young Arkham men unwittingly released the thing again, their speculation on things unnamable and their physical nearness to the house drawing forth the thing once again. It pursued the two men some distance from the house, seriously injuring them before retreating once more to its attic hideaway. Again many years passed while the thing laired quietly, spying on the world around it through the old latticework window set into the attic of the house. The thing knows enough about humans now to keep a low profile; while it would enjoy another assault on the human things, it realizes such attacks would now bring a much larger and more organized and violent retaliation from the humans than ever before.

Therefore, when the Historical Society took over the house and began fixing it up, the unnamable thing chose to hide away, venturing into the lower portions of the house only in the dead of night. Historical Society volunteers or maintenance men who venture into the old house’s attic do occasionally report the feeling of being watched by an evil force, but the reports are dismissed as the shadows, creaks, and cobwebs of an old house working on impressionable minds. However, the unnamable thing grows ever restless, its decades-long attic exile might only be maintained a short while longer before the need to roam and terrorize becomes its prime impulse.

If encountered by hapless Investigators, the unnamable monster costs 2/2D6+2 SAN to behold and automatically triggers Temporary Insanity in the victim, who flees madly. The thing will gleefully pursue its victims, slashing with its horns for 1D4 points of damage and striking with its hooves for 1D2 points. Encounters are seldom fatal but the body often carries permanent scars after the misadventure.



MERCHANT SECTION

No longer the principal commercial district of Arkham, this district fell into disrepair and many of its buildings stood empty for decades. Thanks to low building rental rates and moderate tax incentives, trendy shops began to appear as part of a fragile but growing urban renewal program.

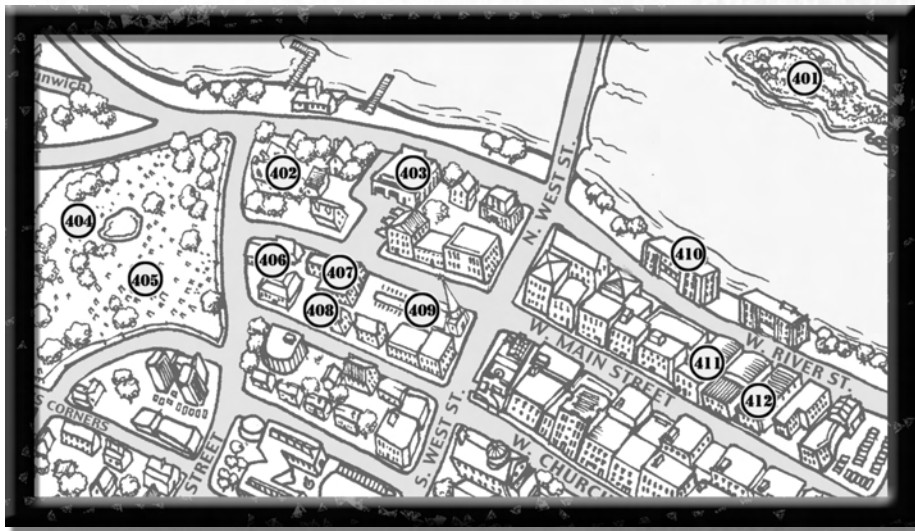
401) UNVISITED ISLAND

Due to frequent flooding and marshy lands, no recent civic development has occurred on the river island that sits in the middle of town, visible from the Garrison Street. There are still signs of a nine-hole golf course whose construction was halted after only two weeks, when the crew's equipment would not work in the wet and marshy landscape. But there was also another reason.

Leading down from a rock formation near the Garrison Street Bridge is a tunnel that burrows far below the floor of the rolling Miskatonic River. This winding complex of rock and limestone caverns and tunnels eventually leads to the caves of Dunwich, where Flying Spawns of Abboth and Mi-Go have dwelled since before the first Native American walked above.

In the mid-nineteen-eighties, when the construction of the golf course began, several Mi-Go attacked a camp of workers sleeping on the island one pleasant June night. Two men were taken and never seen again, another, John Greene, returned a much different person. This once jovial optimist jumped from the Garrison Street bridge less than a year later, ending his life.

The Mi-Go no longer inhabit this area, but an even worse menace has emerged from the tunnel. A large spawn of Abboth now dwells within these marshes and woods, ready to frighten or destroy any living creature that approaches. At night a suc-



Merchant Section, Entries 401 to 412

Merchant Section

successful **Idea** roll with allow the player to notice that there are no sounds of birds or insects on the island, (should the weather be permitting).

Two years ago an escapee from the Middleton Jail, Roger Chariot, made it to Arkham and hid out on the island. He encountered the entity, jumped into the Miskatonic and was picked up less than a half hour later by officers in a police boat. He currently resides in Arkham Mental Health Center, as the courts found him to be not competent to stand trial. He has told all the doctors at the hospital about what he saw on the island. No one particularly listens to what he has to say.

SPAWN OF ABHOTH

STR 19 CON 18 SIZ 26 INT 5
POW 10
DEX 17 HP 22

Damage Bonus: +2D6.

Weapon: Bite 65% 1D6 + db

Entangle and Crush* 55% 1D6 + db

Swat 50% 1D6 +db.

Armor: 6 points blubbery skin.

Skills: Hide 50%, Move Silently 50%.

Sanity Loss: 1/ 1D10.

* A successful hit means the victim has been entangled by an appendage of the creature and takes appropriate damage. The following round, a Strength vs. Strength roll is required to break free. If the attempt fails, damage equal to the creature's damage bonus is applied that round.

402) UNNAMABLE HOUSE

188 NORTHBOUNDARY STREET

This early seventeenth century house was rescued from dilapidation and disintegration by the Arkham Historical Society. Since no current ownership of the house can be found on any legal records, the place belongs to the city, and is maintained by the Historical Society as representative of early New England architecture. The Society refurbished the old house thanks to a generous state preservation grant. So says the Society's brochure.

The house is open intermittently for tours by the Historical Society; otherwise it is kept locked up. Evening passers-by sometimes remark on a feeling of being watched, especially from a high, diamond-paned window. Despite refurbishment, the place does

look spooky, so such reports are passed off as the result of over-active imaginations.

403) FEDERAL PARCEL SERVICE

559 WEST RIVER STREET

When neither the university post office or the US Post Office will do, there is Federal Parcel Service. Providing all manner of shipping and packaging services as well as private mail boxes and rudimentary office needs.

Overnight shipping is provided, with pickups at 9am, 11am, 3pm, and 6pm. Open 6am to 9pm daily.

**404) OLD WOODED POND
(FORMERLY HANGMAN'S HILL)**

The former highest point in the Old Wooded Cemetery was dynamited and made into a small pond in 1955. The town government was run by very conservative white Christian males during the time, and they moved to bring the town away from its haunted, unholy past. The ghost of Goody Fowler now exists at the darkest part of this 12 foot deep manmade lake. The water does not seem to bother her.

Arkham's ghouls drink from the pond almost nightly, and spells involving or needing water may be cast by these hideous humanoids on certain occasions. They have seen the ghost many times, and have a copesetic co-existence with Goody Fowler.

Older citizens who remember the pond's creation dubbed the place "Old White Man Pond," upon its creation.

405) THE OLD WOODED GRAVEYARD

BOUNDARY STREET AND AYLESBURY STREET

The town's oldest cemetery, this place is a hive of paranormal activity. Ghouls are most likely to be found above surface here than in any other place in



The Unnamable House

town. They are bold; Investigators exploring in the wee hours had best take care.



406) ARKHAM MONUMENTS

113 SOUTHBOUNDARY STREET

The town's only tombstone and monument maker. The owner Duval Gaines has lived above the store for the past forty years, and has seen some odd and disturbing events in the nearby graveyard clearly from the vantage of his bedroom window. He has also heard the cries of haunted things late at night.

Gaines was once a rather jovial individual, but four decades living next to arguably one of the most haunted cemeteries in New England has left him silent and brooding. He would like to move, but lacks the confidence to relocate his business.

He will speak plainly to interested investigators about his theories of "the things going on over there." He may even admit to seeing the ghost of Goody Fowler.

DUVAL GAINES, monument maker, age 60

| | | | | |
|--------|--------|--------|--------|--------|
| STR 14 | CON 16 | SIZ 14 | INT 12 | POW 12 |
| DEX 15 | APP 9 | EDU 10 | SAN 45 | HP 15 |

Quotes: "I hope you will believe what I am about to tell you..."

Damage Bonus: +1D4.

Weapons: Fist/Punch 60%, damage 1D3+1D4.

Skills: Accounting 20%, Art (Monument Making) 86%, Bargain 30%, Chemistry 15%, Credit Rating 25%, Electronics 30%, Geology 45%, History 30%, Listen 80%, Natural History 40%.

407) ARKHAM PUBLIC HIGH SCHOOL

601 WEST MAIN STREET

This building, originally home to Arkham Public Schools administration, has been built up and expanded over the decades. The current building is a brickwork sprawl of corridors, classrooms, offices, a cafeteria, gymnasium, and outdoor athletic yards. The football field, surrounded by an oval running track and bordered on two sides by aluminum risers, is just across the street, with a fine view of the rear of the Federal Parcel Service building and its fleet of trucks parked in the lot. A chain link fence separates the high school building grounds from those of Hubbard Elementary School. Arkham High prides itself on academic excellence, and serves the entire city. Fights are very infrequent here, and many of the extracurricular clubs fill up quickly. Teachers and students take student government very seriously, and campaigns for class office are fiercely waged. Arkham's Superintendent of Schools is headquartered here, in a small, always-busy suite of offices.

Trade students are bussed to the trade school in Beverly.

408) HUBBARD PUBLIC SCHOOL

622 WEST CHURCH STREET

Grades 1-8 meet here from the first Monday in September to the last Friday in June. The original Hubbard School burned down shortly after the Blizzard of 1978 (suspect wires affected by all the water were blamed). Hubbard was speedily rebuilt thanks to government aid and contributions from local businesses and individuals. Students from the neighboring high school pitched in with hammers and manual labor. The "new" Hubbard is a well-proportioned concrete building with lots of windows for natural light and a beautiful children's library that is well stocked with Caldecott and Horn Book award-winning titles. Its teachers are some of the most progressive in town.

409) VACANT CHURCH

561 WEST MAIN STREET

After sitting abandoned for decades, and nearly destroyed in the Blizzard of 1978, this rotting wooden hulk of a church has been abandoned for decades. As such, it's become the perfect haunt for Arkham's Goth scene. Many black-clad posers and the genuinely disenfranchised congregate here to be moody and listen to alternative music.

Arkham's "Cane Toads" frequently play underground sets here for their appreciative fans. One especially creepy regular at these unlisted concerts is an emaciated, pale-faced man known only as Goddard. Goddard's age is un-guessable, though he is well past youth, making him stand out with the younger audience.

There's a subset of the Goths here that enjoy live action role-playing. Typically they arrange weekend scenarios where the object of their game is to fantasize about becoming "real vampires" or "real vampire hunters."

Their game-master Brett Bailey recently found an old rolled-up parchment in the basement of an old house in Boston while he was helping a friend move. He is planning to enact this bizarre spell on the parchment as part of the next weekend live action role-play meet. He has no idea that the spell will actually work, and is about to summon a Dimensional Shambler.

BRETT BAILEY, live action gamer, age 40

| | | | | |
|-------|--------|--------|--------|--------|
| STR 8 | CON 11 | SIZ 8 | INT 16 | POW 13 |
| DEX 8 | APP 8 | EDU 13 | SAN 45 | HP 10 |



Brett Bailey

Bring Forth The Thing From Another Place

This spell was written on the parchment by Boston Mythos investigator Cameron Edwards in 1939. He copied the spell out of a book he came across in England. He cast the spell, "Bring Forth The Thing From Another Place," in the cellar and the beast killed him. It lay there for decades until Bailey found it a few months ago.

SANITY LOSS: 0/1. Two hours to read Cthulhu Mythos: 1 pt. X2 spell modifier for this spell only.

SPELLS: Summon Dimensional Shambler.

Skills: Cthulhu Mythos 1%, Hide 19%, Jump 8%, Listen 67%, Occult 20% Psychology 22%, Spot Hidden 40%.

410) RIVERFRONT CONDOMINIUMS

BORDERING THE MISKATONIC RIVERFRONT

The home of MU Biology professor Dr. Nyssa Blackwood and her partner Caroline Brody, who works for the Environmental Protection Agency.

Original purchasers of the Riverfront properties, Blackwood and Brody bought in early and have seen their property value mature many times over; they love the place too much to sell.

Brody was honorably discharged from the Coast Guard seven years ago after reporting suspicious sonar records detected off Innsmouth's coastline in a region marked on older charts as "Devil's Reef." Her insistence on investigating the odd signals became troublesome to her superiors, and she was quietly and quickly mustered out of the Guard. Brody quickly attained employment with the Environmental Protection Agency and assigned to the Boston office. It was while she was giving a talk about her job to undergraduates in Blackwood's coastal ecology class that the two formed a connection and soon became lovers. Brody is a small woman with plain-featured good looks. She is passionate about the environment, particularly the sea.

NYSSA BLACKWOOD, Miskatonic Biology professor, age 34

(See entry 610 for Dr. Blackwood's statistics).

CAROLINE BRODY, Environmental Protection

Agency toxicologist, age 37

STR 14 CON 16 SIZ 12 INT 15 POW 12
DEX 11 APP 12 EDU 19 SAN 60 HP 14

Damage Bonus: +1D4.

Weapons: Fist/Punch 60%, damage 1D3+1D4

Beretta 9mm automatic 65%, damage 1D10.

Skills: Accounting 20%, Bargain 30%, Biology 45%, Chemistry 70%, Computer Use 30%, Credit Rating 25%, Electronics 30%, Geology 30%, History 30%, Law 35%, Library Use 55%, Listen 30%, Natural History 40%, Navigate 30%, Persuade 40%, Pilot Boat 50%, Psychology 30%, Spot Hidden 55%, Swim 50%.

411) FAM-TASTIC COMICS AND GAMES

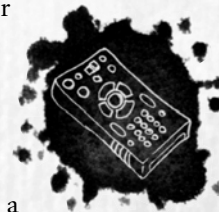
NORTH SIDE OF MAIN STREET, FROM WEST TO GARRISON

A primary spot for geeky students, obsessed adults and dateless, aging hipsters, the store was established a decade ago by Ron "Fam" Famulara, hatched from his personal 22,186 personal comic book collection. Store hours are Tuesday through Sunday, 11 am (or so) to whenever Ron locks up (often near midnight). Closed Mondays.

Housed in an old brick warehouse, the store stocks a wide selection of comic books, graphic novels, sci-fi and horror DVDs, role playing games and some video

games. There is a back room behind two double coral doors with adult books, DVDs and magazines.

Fam is a likeable, funny, intelligent semi-eccentric, making a decent living from the store and selling collectibles online. He can special order any item currently in print, and can find older ephemera quite fast. Fam never rips anyone off when he buys or sells merchandise. The perpetually single Famulara lives in a loft-style apartment above the store.



Below storefront level, down a rickety set of steps to the basement is a large gaming room, open to customers on a first-come, first-serve basis. Many late afternoons, evenings, and weekends find this room filled with gamers and card traders, animatedly pursuing their hobbies at foldout tables. The painted gray cement floor is quite tacky from years of exposure to spilled Mountain Dew.

RON FAMULARA, store owner, age 34

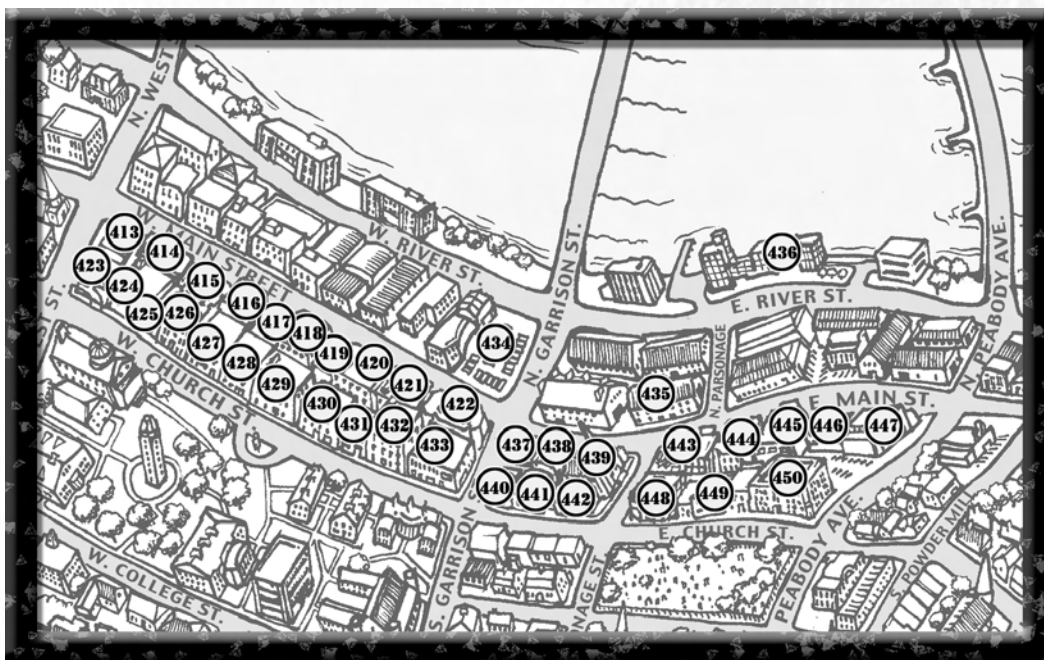
STR 10 CON 15 SIZ 15 INT 13 POW 9
DEX 10 APP 10 EDU 12 SAN 63 HP 14

Quotes: "You obviously know nothing about Star Wars!"

"I can't even meet a girl online."

Damage Bonus: +1D4.

Weapons: none.



Merchant Section, Entries 413 to 450

Skills: Accounting 40%, Art (Appraise Comic/Book) 87%, Computer Use 40%, Dodge 26%, Drive Automobile 50%, History 35%, Library Use 35%, Listen 35%, Occult 15%, Persuade 35%, Psychology 25%, Spot Hidden 65%.

412) ARKHAM QUALITY MOVERS

200 WEST MAIN STREET

Local and long-distance household moving; general, heavy and contract moving. Fireproof warehouse. Open from 6 am to 7 pm seven days a week. For the right price, the employees here will remain very discreet about anything that is not too far outside the law.

413) WARK BROADCASTING COMPANY

451 WEST MAIN STREET

In 1930, Arkham got its own radio station, WARK 1190 AM. Owned by the zealous Clem Pierson, it uses the MU radio tower atop Kingsport Head as a transmitter. The transmitter now hosts several other radio and cell phone transmission antennae, as well as a Coast Guard LORAN navigation beacon. WARK became the official broadcaster for Miskatonic University sports, and still carries all football, basketball, baseball, and hockey games. Each October 30-31, WARK broadcasts live from the Sci-Fi Drive-In.

Currently, WARK has moved from "Talk Radio" to the less expensive, DeeJay-less, random music format. Because of its lack of broadcast range, the station has been passed over by media-conglomerates wishing to gobble up all competition they come across.

A disturbing anomaly harries WARK transmissions: during electrical storms out by the Kingsport Head tower, regular programming will fade out replaced with strange signals:

01-04: The beckoning of the Star Mother (SAN loss 0/1D4); see entry 124 for more about the Star Mother.

05-50: Typical AM radio static

51-60: Morse code ship radio signals from 1920-1960 (SAN loss 0/1)

61-70: An odd humming, (sound waves opening the brain to the projected dreams of Cthulhu (SAN loss 0/1)

71-80: Radio broadcasts from 1950-late last year (SAN loss 0/1)

What Really Happened In Innsmouth

By Dr. Mitchell Masterson

Published posthumously, this book purports to be a first-hand account of "what really happened" on the night back in 1928 in Innsmouth, Massachusetts. The author vividly describes the federal raid on the town, the mass arrests, and the attack "by ungodly powers" upon some of the government agents. This book had a small print run of 500, and is a tremendous rarity.

Keepers may want to adjust the contents to align with what happened in their own 1920s campaigns. The account here is true, and should give details to players about what really went on that night. Masterson does conjecture in the final pages that the government raid was only partially effective, only a temporal setback to the "Innsmouth curse" that would, someday, return to plague mankind.

Sanity Loss: 1D3/ 0, +2 Mythos; the book is 266 pages long with no maps or photographs, and takes 4 weeks to read completely.

Spells: none.

Additional Benefits: Skill checks in History, Innsmouth Lore, and Occult.

81-90: Bizarre clicking and buzzing noises - telepathic Mi-Go communications (SAN loss 0/1D3)

91-00: Eerie, off key whistling and madly piping played by the Servitors of the Outer Gods (SAN loss 1/1D6)

The origin of the radio broadcasts is at the Keeper's discretion.

KATHY PIERSON, station manager, age 32

| | | | | |
|--------|--------|--------|--------|--------|
| STR 10 | CON 12 | SIZ 14 | INT 14 | POW 11 |
| DEX 09 | APP 12 | EDU 16 | SAN 55 | HP 13 |

Damage Bonus: none.

Weapons: .22 Short Automatic 35%, damage 1D6.

Skills: Accounting 40%, Bargain 55%, Computer Use 30%, Credit Rating 45%, Drive Automobile 35%, Electrical Repair 40%, Fast Talk 45%, History 30%, Law 25%, Library Use 35%, Listen 35%, Other Language (Spanish) 25%, Persuade 65%, Pilot Sailboat 35%, Psychology 55%.

Having grown up in the broadcasting business, Ms. Pierson attended MU for three years as a business



DREXEL LINK, vampire, over 300 years old

STR 21 CON 18 SIZ 17 INT 17 POW 19
DEX 17 APP 3 EDU 18 SAN 0 HP 18

Damage Bonus: +1D6.

Spells: Change Shape, Contact Nyarlathotep, Summon Nyarlathotep.

Presently in stasis, this wicked invention of Nyarlathotep appeared in town the last time it spoke in Arkham. The vampire has helped bring sorrow and blood loss to any area he has visited over the centuries. Link was created as a gift from Nyarlathotep to a devotee in India. Link appeared and immediately slew his new master. He then began his campaign of horror and death.

Should he be re-animated, Link will want to feed immediately, then begin another reign of murder and possibly revenge on the Tillinghast family.

major but dropped out to take over the company after her father's sudden passing. Early this year, to save money, Pierson released all the disc jockeys, and began the random play radio format.

414) DOUG DENNING'S HOUSE OF MAGIC

433 WEST MAIN STREET

Many years ago Doug Denning was a popular television illusionist with several prime time television specials to his credit. However, incredibly bad investing, two messy divorces and a publicized drug arrest scandal left Denning adrift and out of the media spotlight.

Humbled, the magician opened this small, well-stocked magic, jokes, and costume shop.

Despite winding up in a small storefront in Arkham, Denning is a world-class illusionist and may be willing to assist investigators, especially if well compensated for his expertise.

DOUG DENNING, illusionist, age 47

STR 13 CON 16 SIZ 9 INT 16 POW 18
DEX 18 APP 12 EDU 9 SAN 60 HP 13

Weapons: none.

Skills: Accounting 20%, Bargain 30%, Biology 45%, Chemistry 70%, Computer Use 30%, Credit Rating 25%, Electronics 30%, Geology 30%, History 30%, Law 35%, Library Use 55%, Listen 30%, Natural History 40%, Navigate 30%, Persuade 40%, Pilot Boat 50%, Psychology 30%, Spot Hidden 55%, Swim 50%.

415) ABANDONED STOREFRONT

353 WEST MAIN STREET

A recently closed music shop, as downloading has all but destroyed the small music seller. The place is now for rent, and is ready for a storeowner to set up quickly.

416) ARKHAM EPHEMERA

333 WEST MAIN STREET

Clark Thomas runs this bookstore, a trove of old political buttons, locally published and self-published books, old museum and area attraction pamphlets, and so on. Clark is very knowledgeable about Arkham history, and has a lot of theories on the Innsmouth raid of 1928. A considerable amount of the business here is conducted on-line.

Among the books of regional lore is an invaluable first hand account of the Innsmouth raid, *What Really Happened In Innsmouth*, privately published and printed in 1972. Clark will not entertain offers on the text for under five hundred dollars.

CLARK THOMAS, local businessman and town historian, age 46

STR 13 CON 15 SIZ 15 INT 16 POW 12
DEX 12 APP 13 EDU 18 SAN 63 HP 15

Quotes: "So you like talking Arkham, do you?"

"Innsmouth, I still wouldn't go there."

Damage Bonus: +1D4.

Weapons: none.

Skills: Accounting 40%, Art (Appraise Ephemera) 77%, Art (Appraise Political Item) 75%, Computer Use 40%, Drive Automobile 40%, History 65%, History

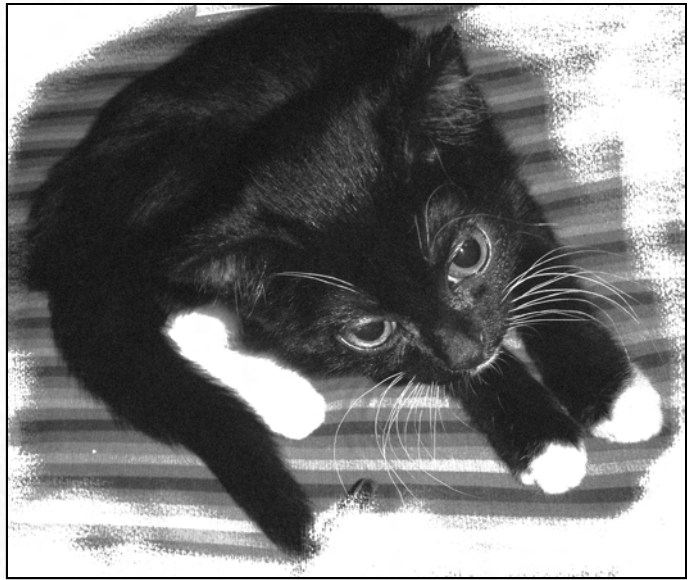
(Arkham) 85%, Innsmouth Lore 72%, Library Use 75%, Listen 35%, Occult 35%, Spot Hidden 55%.

Thomas will pay top dollar for items he cherishes, but will always part with them for an even higher price. He has a wife and two children, and is not adventurous. Other's tales will fascinate him, however.

417) 3-2-1 DANCE

321 WEST MAIN STREET

Former Boston Ballet choreographer "Miss Lisa" Fontes teaches Arkham's elementary-age children the rudiments of ballet, tap, and jazz, with an annual May recital at the high school auditorium. Should Miss Lisa's deep background be probed (unlikely), it will be revealed that Miss Lisa was never associated with Boston Ballet Company and her professional experience is a complete fabrication.



Normal-Looking Cat, Really has Neurological Problems

418) TILLINGHAST ANTIQUES

261 WEST MAIN STREET

Once Arkham's most prominent antiques dealer, Tillinghast sells now almost exclusively on-line, and holds in-store hours by appointment only. Randall Tillinghast, who lives above the shop, is a very serious expert on most antiques. He also guards a horrible artifact in the basement of the store. In a dark corner there sits a nondescript urn holding nothing but ashes. These ashes are the former physical form of Drexel Link – a vampire created by Nyarlathotep Itself.

His grandfather slew the beast and placed its ashes in the urn. Not daring to spread the remains or bury the item whole anywhere, the family has guarded it for three generations now. Should the top ever be removed and even a single drop of blood come in contact with the ash, the corporeal reformation of the vampire will begin.

RANDALL TILLINGHAST, antiquarian, age 39

STR 11 CON 14 SIZ 12 INT 15 POW 13
DEX 13 APP 12 EDU 16 SAN 44 HP 13

Quotes: "There is a terrible truth..."

Damage Bonus: none.

Weapons: none.

Skills: Accounting 55%, Art (Appraise Antique) 87%, Art (Restore Antique) 85%, Bargain 60%, Chemistry 20%, Cthulhu Mythos 6%, Credit Rating 72%, Drive Automobile 40%, History 55%, Law 35%, Library Use 75%, Locksmith 30%, Occult 75%, Other Language

(Latin) 68%, Persuade 55%, Psychology 25%, Spot Hidden 75%.

Randall is also very well versed on the subject of vampires and the occult, though he does not like to discuss these things. He is aware of the beast called Nyarlathotep, but has only a guess of Its true power.

Knowing that things such as vampires are in existence has taken a psychological toll on the man. He is frequently depressed, and often sleeps quite poorly. The legend about Drexel Link was passed down to him, orally, by his father, the same way his dad learned "the terrible truth."

419) TAKE-ME-HOME PET SHOP

237 WEST MAIN STREET

A rather sad looking pet store carrying dogs and cats, which professional breeders cannot sell. The animals are quite unhealthy, though they appear to be okay. Animals (except the tropical fish and small reptiles) are guaranteed for two weeks with a full store credit refund. Pet supplies, ropes, collars, runners, chains and food line several isles. The animals are either very loud and aggressive or silent and fairly traumatized by the whole experience.

420) SHATTERED DREAMS

205 WEST MAIN STREET

An expensive clothing store, intended for teens and young adults, specializing in Gothic wear. Many t-

shirts with serial killers, swear words, movie photos or the latest catch phrases are for sale and cover the walls. A likely place to find occultnik poseurs and wannabe Goths.

421) AVERY TOBACCO STORE

185 WEST MAIN STREET

This generations-old establishment is currently run by John Avery and assisted by his twenty year-old special needs son. Walking into this shop is like stepping back in time to an earlier, better era. Aromatic pipe scents fill the air, ancient walnut display cases show off fine pipes, cigars, smoking accessories, men's shaving kits, fine fountain pens, and quality chess and cribbage sets. The floor is polished wood and worn rubber mats stamped with advertising for long-gone products such as men's hair crème and citrus from Florida. An ancient, full-size wooden Native American still stands guard outside, chained to the door. There is no illegal smoking paraphernalia sold here.

422) SHALINI'S

SOUTHWEST CORNER OF MAIN AND GARRISON

This small Indian restaurant opened last year. Two Tandoor ovens sit in a fenced-off section behind the restaurant, and the smell of burning nagchampa adds a distinct tang to the air. Open 11am to 1pm and 5pm to 9pm daily. The establishment is named after owner Nadeem Baska's wife, Shalini.

423) DIPPIN' DONUTS

478 WEST CHURCH STREET

Fresh coffee, fast service. Open 24 hours, seven days a week. The third shift might be able to tell you a story or two about the odd things they've seen while manning the drive-thru at three in the morning.

424) THE PIRATE AND THE PRINCESS

388 WEST CHURCH STREET

A mix of toys, games, books and music help define the shop as a specialty toyshop and a nice alternative to the big box chain toy stores. Prices and quality of the items here are above average. Several members of the staff are retired teachers – their selectivity ensures that many items for sale educate as well as entertain youngsters. Complimentary gift-wrap is included.



425) GOOD NEWS BOOKSTORE

338 WEST CHURCH STREET

A Christian bookstore that carries liturgical texts, children's books, and some truly wretched "Christian teen inspirational literature." Religious gifts, candles, medallions, sympathy cards, spiritual bouquets, and more are all for sale. Notably, the store carries genuine vials of holy water, direct from Lourdes, France. These small containers retail for \$10 apiece, and could be an Investigator's weapon of last resort, under particular circumstances.

One book for sale merits special attention: *Thaumaturgical Prodigies in the New England Canaan*. The book was stuffed through the mail slot one night, and now it resides in the clearance bin. The identity and motive of the anonymous donor remains a mystery.

426) GLEASON BUILDING

310 WEST CHURCH STREET

Originally a large department store, the building was converted to private apartments when the store closed many decades ago. There are 17 apartments on four floors here. Living on the top floor is WARK station manager Moses Armand.

Armand, an African American of Carib descent, has worked as station manager for the better part of a decade. Oddly, stormy nights affect him greatly. Working late into the night Moses time and again receives calls from the Star Mother, a horrific alien entity submerged in the Atlantic waters just off Kingsport Head. Armand's distant ancestors once worshipped the thing, though the man is ignorant of that fact and would be horrified to learn this truth. The Star Mother calls to Armand with every ocean storm; Armand is very close to madness now.



Moses Armand

After returning home from work, he fills his bathtub with water and sits in it for almost the entire night. These endless baths have taken a terrible toll on his skin.

MOSES ARMAND, station manager, age 47 but looks much older

STR 12 CON 12 SIZ 14 INT 13 POW 8
DEX 9 APP 7 EDU 14 SAN 18 HP 13

Quotes: "It's just that I've been very tired lately."

Damage Bonus: none.

Weapons: none.

Skills: Accounting 43%, Bargain 42%, Computer Use 24%, Credit Rating 25%, Electronics 45%, Electrical Repair 38%.

427) MARCH ANTIQUES

298 WEST CHURCH STREET

The latest in a long family line of antiquarians, Jonathan March has expanded the family business, opening a store in nearby Kingsport in addition to the long-standing Arkham shop.

The Arkham location is special in that it carries a collection of March's grandfather's books, many of which discuss in depth his grandfather's paranormal investigations - particularly regarding Herbert West. There are many notes in the margins of the text, written by grandson Jonathan. These books, though on display behind the sales counter, are for atmosphere and are not for sale.

Out of genealogical curiosity, Jonathan has begun studying the old journals and is becoming increasingly more unhinged by their contents. In addition to his

grandfather's writings, March has perused many other olden journals purchased from Arkham estate sales and is becoming genuinely convinced that the city is steeped in supernatural oddness. A solid businessman, he is discreet regarding his convictions. March and his family live a sedate existence in the historic Mannerheim house on West Miskatonic Street.

JONATHAN MARCH, antiquarian, age 35

STR 11 CON 14 SIZ 12 INT 15 POW 13
DEX 13 APP 12 EDU 16 SAN 34 HP 13

Damage Bonus: none.

Weapons: Cavalry Saber 25%, damage 1D8+1.

Skills: Accounting 50%, Art (Appraise Antique) 80%, Art (Restore Antique) 70%, Bargain 60%, Chemistry 20%, Credit Rating 60%, Cthulhu Mythos 4%, Drive Automobile 30%, German 65%, History 55%, Law 25%, Library Use 65%, Locksmith 30%, Occult 35%, Persuade 55%, Psychology 25%, Spot Hidden 75%, Swim 35%.

March is a friendly and helpful individual who is always looking for people to talk with about his recent discoveries. He will also allow investigators to read his books and findings, but will not sell them, just yet, for any cost.



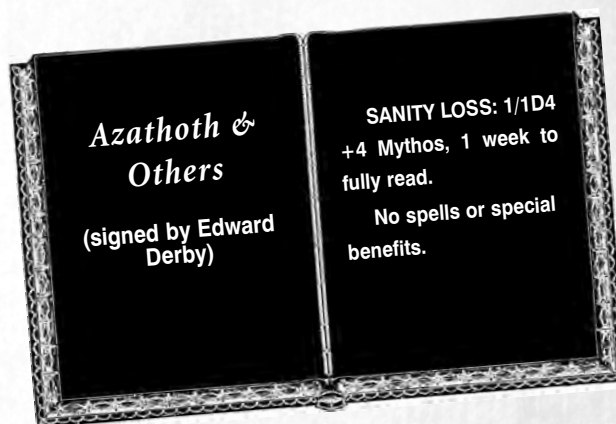
Madame Vera

New Skill: OUIJA BOARD

A successful roll on this skill will allow participants using the Ouija board alone or in séance with other people, (see below), to contact spirits not of this world. These beings will answer 3 questions, plus one more question for every ten points under the success roll needed. (A player with a skill of 70%, rolling a 30%, would gain 4 more questions, totaling seven). Should a "critical hit" roll be made, the players may ask questions for 3D10 minutes straight.

If more than one individual is at a séance, and has this skill, use the highest skill rating, plus ten percent for every person participating with the skill over 25%. Success chance can never be above 96%. These spirits may be contacted once every ten days.

Keepers may or may not want to allow this new skill if it goes against the fabric or timbre of their campaigns.



429) CHATTERBUG'S

268 WEST CHURCH STREET

A specialty-clothing store for children, infants to pre-teens. Baby toys, carriages, bassinets, and children's ballet and tap dance wear also for sale.

430) THE UNIVERSITY SHOP

224 WEST CHURCH STREET

A bit of old Oxford in Arkham, this store has been in continuous operation since 1925. It purveys a wide assortment of very quality, very expensive conservative-style European tweed and cashmere men's clothing and accessories. Everything from hand-woven Scottish lambs wool jackets to silk paisley ties,

European twill trousers to solid brass cufflinks sporting the Miskatonic University crest can be had here. Expect to pay ten times regular retail prices but items purchased here last a lifetime and you'll look like the ultimate man about campus.

428) MADAME VERA'S TAROT

288 WEST CHURCH STREET

When Madame Vera is not at home with her playwright boyfriend Daniel MacKnight, (entry 108), then she is usually at her shop reading tarot cards for single women looking for love, nervous hypochondriacs fearing for their lives, or tourists with money.

VERONICA "MADAME VERA" LONG, medium, age 31

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

Damage Bonus: none.

Weapons: none.

Skills: Credit Rating 55%, Cthulhu Mythos 2%, Drive Auto 25%, Occult 45%, Ouija Board 75%, Read Tarot Cards 69%.

Veronica has become consumed recently with contacting deceased medium Gerrhardt Wvinch, whose journals she is currently reading.



431) CHURCH STREET USED BOOKS

172 WEST CHURCH STREET

Jack Diggs has filled this shop with over three thousand paperbacks and about five hundred select hard-covers. It is a wonderful mess with no computerized inventory and treasures between yellowed, dog-eared covers waiting to be unearthed.

The business here is quite brisk, but some gems may sit on the shelves for years. An autographed copy of *Azathoth and Others* has slipped behind a shelving unit near the rear of the store, where it has rested for two decades. A critical **Spot Hidden** roll unearths it during a thorough perusal of the store's contents. The

book's price is written on the inside cover lightly in pencil - \$3.00.

Hours are 9am to 9pm Monday to Friday, and Saturday 9am to 6pm.



Lawrence Fineman

432) FINE MUSIC

168 WEST CHURCH STREET

After retiring from the Boston Pops, Lawrence Fineman opened this store. He carries a wide variety of musical instruments, including some truly breathtaking electric guitars. Also available is a good assortment of sheet music, speakers, amplifiers, and accessories for any type and skill level of musician.

Fineman also carries many violins and offers a full line of repair and maintenance services for them.

Instruction sessions in guitar and violin given by Fineman are available, which gives 1D2 points per lesson, (with no more than gains two times a week), if the appropriate if a successful skill roll is made.

LAWRENCE "LARRY" FINEMAN, musician and local merchant, age 66

| | | | | |
|--------|--------|--------|--------|--------|
| STR 12 | CON 16 | SIZ 8 | INT 16 | POW 15 |
| DEX 15 | APP 9 | EDU 14 | SAN 75 | HP 12 |

Damage Bonus: none.

Weapons: none.

Skills: Accounting 20%, Art (Violin), 86%, Art (Guitar) 76%, Art (Woodwind Instruments) 66%, Art (Brass Instruments) 76%, Art (Percussion) 66%, Art (Piano) 86%, Art (Make Instrument), 76%



Art (String Instruments), 79% Bargain 30%, Credit Rating 55%, Electronics 30%, Listen 87%, Music History 92%.

Larry is one of the oddest-looking men in town sporting a large frizzy hairdo, poor posture and always wearing an out of date suit. Below the suspect clothing is a very skilled musician, great teacher, violin maestro, who is very brave and honest. He could be very helpful should investigators find a bizarre instrument or piece of music.

433) ARKHAM WAX MUSEUM

110 WEST CHURCH STREET

This odd establishment bills itself as a museum but has the air of the carnival freak show. For the past thirty years, the wax museum has stayed open due to one thing - its amazing and chilling "Chamber of Horrors".

Anytime a new serial killer or mass-murderer pops into the public's consciousness, their very realistic likeness will appear within a month amongst this gruesome crew in the cellar of the museum.



Always displayed are Ted Bundy, (being executed in the chair); John Wayne Gacy, (as a clown); Richard Ramirez, complete with pentagram on his hand; Ed Gein, wearing a dress and skin mask; Henry Lee Lucas with his ungodly looking sidekick Otis O'Toole. Also mixing into the rotation are Jack the Ripper, H.H. Holmes, Dennis "BTK" Rader, The Beltway Sniper and a very ghastly looking Eileen Wornos. Every so often, usually in October, the Manson cult makes an appearance.

There are a few fictional characters displayed upstairs, such as Robin Hood, The Shadow, Harry Potter with his crew, and a large diorama of Captain Nemo fighting the giant Kraken. Political figures are prominent here. A statue of George W. Bush was pushed over many times and has been replaced with one of Michael Jackson. Santa Claus is also here, his display right before the stairwell to the Chamber of Horrors. Lincoln and Washington stand at the doorway of the gift shop, their hands beckoning the consumer to be good citizens and buy!

Admission is \$9.00.

DANA GARABEDIAN, wax sculptor, age 49

| | | | | |
|--------|--------|--------|--------|--------|
| STR 11 | CON 16 | SIZ 14 | INT 14 | POW 12 |
| DEX 15 | APP 12 | EDU 16 | SAN 75 | HP 15 |

Quotes: "I have to get *that* look *just* right."

Damage Bonus: none.

Weapons: none.

Skills: Art (Wax Sculpting) 82%, Art (Painting) 67%, Art (Pencil Drawing) 76%, Art History 45%, Credit Rating 35%, Photography 64%, Pottery 64%, Sculpting 82%.

A life-long resident of Arkham, Dana worked an internship and summer jobs at the wax museum throughout high school and her four years as Miskatonic. She will do private jobs, but these projects are very expensive.

She has a near obsession with serial killers, murder and criminals. Over the years, Dana has collected a large library of paperbacks about her favorite real-life monsters. Her favorite murderer is Eileen Wornos.

A tall, blonde beanpole of a woman, Dana lives alone in the nearby Gleason apartment building.

434) CAPONE EXOTIC AUTOS

NORTHEAST CORNER, MAIN AND GARRISON

Open for a little more than a decade, Chris Capone owns four other exclusive foreign import dealerships in the Boston region, and is active in the Masonic Lodge.

Investigators blessed with overabundant financial resources looking for personal transportation along the lines of a Maserati, Lotus, or Lamborghini are catered to here. These cars cost as much as most houses. Capone's dealership offers complete sales, service, and maintenance on most high-end, European import performance vehicles. Owner Christopher Capone is not related to the famous twenties-era gangster who shares his last name.

435) U-NEED-IT MEDICAL SUPPLY

NORTH SIDE OF MAIN STREET, FROM PEABODY TO WEST

A privately owned medical supply company whose biggest customer is the University Medical Center, U-Need-It is housed in an old three story warehouse, its white paint peeling everywhere. Owner Gary Molina pays the workers poorly, treats them worse, and cuts corners whenever possible. Significantly, U-Need-It even deals in corpses to be studied for scientific and transportation safety purposes. Molina has hit upon several less-than-reputable sources to acquire corpses at rock-bottom prices, which he then passes on to universities and government agencies at remarkable profit.

Molina's staff hates him, but most employees are illegal, undocumented workers, in little position to report unfair wages or working conditions.

For the right price, Molina might be convinced to sell a body, or sell anatomical parts to private buyers. A starting price for a body would be at minimum a few thousand dollars. He uses a trusted worker to broker deals when he hears about them. For a good sum of cash, in small bills, he may take a not very damaged corpse off someone's hands.

Presently employees Lin and Phon Dien are stealing supplies for their illegal plastic surgery clinic here, (entry 901).

GARY MOLINA, unscrupulous businessman, age 45

| | | | | |
|--------|-------|--------|--------|--------|
| STR 10 | CON 9 | SIZ 10 | INT 13 | POW 12 |
| DEX 9 | APP 9 | EDU 16 | SAN 47 | HP 12 |

Damage Bonus: none.

Weapons: none.

Skills: Accounting 45%, Bargain 55%, Biology 20%, Chemistry 25%, Computer Use 40%, Credit Rating 40%, Drive Automobile 30%, Listen 25%, Mechanical Repair 30%, Medicine 20%, Persuade 55%, Psychology 45%, Spot Hidden 35%.

436) SYN BIOLOGY LABS

NORTH OF RIVER STREET FROM GARRISON TO PEABODY

This bioengineering firm conducts antibiotic research and gene mapping. Scientists looking for work who attended either Miskatonic or the University of Massachusetts at Amherst will be given preference of employment over others, as most of the staff hail from one of those two universities.

437) MCBURGER'S

132 EAST MAIN STREET

Greasy burgers, greasy fries, greasy chicken nuggets, and "milkshakes" made from no known dairy product. A fast serve counter fronts molded plastic booths and table arrangements. Beyond, "McBurgerville Playplace" is an indoor conglomeration of kid-sized hamster tubes and a shallow pit filled with soft rubber balls for kids to romp around inside. A drive-through serves those on the go, although it's sometimes quicker to park and order a "to go" meal at the inside counter. "Merry Meals" are a hit with the kids, offering a small, foreign-made, cheap plastic toy along with kid-sized meal portions. Frustrated McBurger's managers deal with impatient customers and frequent employee turnover.

438) AAA NORTH SHORE

148 EAST MAIN STREET

Local club headquarters of the nationwide American Automobile Association. AAA North Shore features a full service travel agency, automobile loans, insurance plans for auto, home, life, even dental. Other services include discount cinema passes, emergency check cashing, club-associated credit card application, notary service, and more. All this and of course AAA roadside assistance by calling the 800 number on the back of one's membership card. AAA will dispatch a contracted tow service to the location of your impaired vehicle, which typically arrives within an hour of receiving the call. Capability and temperament of the tow service driver vary greatly. Annual membership requires a permanent home address and payment of a moderate annual fee.

439) CHRISTCHURCH EPISCOPAL

150 SOUTH PARSONAGE STREET

Founded in 1792, the church had this impressive gray stone structure erected in 1824. Pastor LaVine is outgoing, athletic, and affable. His is quietly homosexual, a fact known only to a carefully chosen few in his congregation.

EDWARD LAVINE, Episcopal minister, age 52

| | | | | |
|--------|--------|--------|--------|--------|
| STR 12 | CON 14 | SIZ 14 | INT 15 | POW 16 |
| DEX 11 | APP 12 | EDU 21 | SAN 80 | HP 14 |

Damage Bonus: +1D4.

Weapons: none.

Skills: Accounting 30%, Art (Sing) 50%, Bargain 40%, Bible History 65%, Computer Use 30%, Dodge 26%, Drive Automobile 30%, First Aid 50%, History 40%, Library Use 65%, Listen 55%, Occult 25%, Other Language (Latin) 25%, Persuade 70%, Photography 50%, Play Soccer 65%, Psychology 65%, Spot Hidden 45%, Swim 35%.

440) O'BANNION'S BAR AND GRILL

**NORTHEAST CORNER OF CHURCH
AND GARRISON**

An upscale neighborhood tavern that caters mostly to locals. O'Bannion's - named for local bootlegger Danny O'Bannion - offers a variety of pub fare. The portions are

large and the prices are good, but most folk come for the 100 different brands of beer.

Membership cards are given out to patrons and when the day comes when one has tried all 100 varieties, they are inducted, (by receiving a t-shirt), into the "Bootleggers Club."

O'Bannion's is open from 11am to 11pm Sunday through Wednesday, and 11am to 1am Thursday through Saturday.

441) HOLIDAY BAKERY

135 EAST CHURCH STREET

Fresh pastries, cookies, and cakes for all occasions—an Arkham favorite for over 25 years. The smells wafting from this shop have been known to pull in patrons from the sidewalk. With advance notice, the pastry artisans in this bakery can craft the finest wedding cakes, birthday cakes, and pastry goodies for your table. The sugar-drizzled, cinnamon-twist rolls are the store's signature pastry, justly renowned across Arkham and neighboring communities as a universal good. The coffee is decent, too. Open 6 am to 2 pm, Tuesday through Saturday.

442) WAL-AID PHARMACY

195 EAST CHURCH STREET

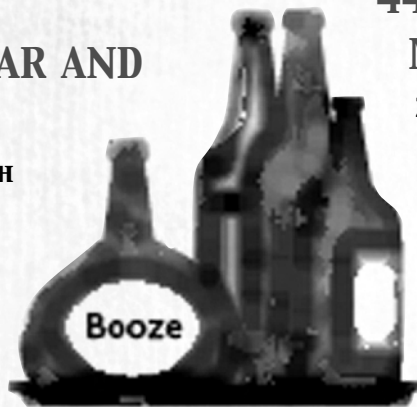
A large chain pharmacy with locations across the United States. Also has a cosmetics counter, photo lab, and general merchandise (**Luck** roll to determine if the item sought is in stock). The Arkham store closes at 10 pm; the nearby Salem store is open and staffed with a pharmacist 24 hours a day, 365 days a year.

Oddly, late-night security cameras in the Arkham pharmacy have on numerous occasions captured what appear to be vaguely anthropomorphic mists floating about after hours. Management is baffled, and has kept quiet about these images, fearing loss of business.

443) BALLARD MOTORS

206 EAST MAIN STREET

"Family owned for over 80 years, Ballard Motors will not be under-sold! Come on down and get a great deal!" So says Harvey Ballard, owner of this dealership that sells a wide variety of new and "pre-owned" domestic and foreign autos. The dealership is a large complex of several showrooms,



service bays and a full collision repair center. Ballard Motors competes fiercely with area dealerships and motor groups, though seems to be holding its own thanks to Ballard's capable leadership and aggressive marketing. Ballard himself is a millionaire to make his great-grandfather (dealership founder Harvey Ballard) proud, residing in a posh mansion in nearby Lynnfield, Massachusetts. Two of Ballard's three sons are business majors at Miskatonic University; Mark Ballard is a current trustee and benefactor of the University.

Investigators wishing to purchase a car from Ballard Motors can make a **Bargain** or halved **Luck** roll (player's choice) to get a good deal (15% off rule book price) of a new or used automobile. The garage can make just about any standard auto repair, though suspicious damage (for example, evidence of a hit-and-run or gunshot damage to a car) will be swiftly reported to the police.

444) BEAUTIFUL YOU SPA AND TANNING SALON

226 EAST MAIN STREET

"A soothing oasis from the outside world, melt away the stress and find the radiant spirit of beauty within you." Offers a variety of mud wraps, aromatherapy massage, European facials, facial and body waxing, make-up applications, and tanning treatments. Your stress may return upon receipt of your credit card bill.

445) OFFICE ONE-STOP

244 EAST MAIN STREET

All the office and computer supplies a professor, student or business owner could need. One can also rent a mailbox here; and some of the younger employees will not ask for identification to rent one. Boxes cost \$45 for 6-months or \$75 for 12 months.

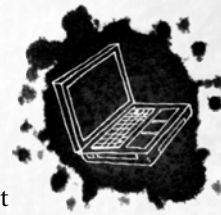
446) THE LAST TANGLE SALON

276 EAST MAIN STREET

A women's full-service hair salon. With successful Credit Rating and Psychology rolls, the female Investigator can learn a lot about the goings-on in town from the garrulous hairdressers and their customers.

447) COMP- AMERICA

390 EAST MAIN STREET



A national chain, big-box computer market selling most popular brands of computers. Their service department will repair and install commercial software on all types of personal computers. Their skills usually are no less than: Computer Programming 65%, Computer Repair 73%, Computer Use 75%.

448) BIO-THEON

211 EAST MAIN STREET

An intentionally unassuming modern building; once through the front doors and past a series of progressively secure checkpoints one will find cutting-edge laboratories where the most progressive work on treating viral infections is conducted. Bio-Theon is a private company funded heavily by the federal government. While the city council routinely debates public safety concerns such as speed limits on city streets, Bio-Theon quietly plays god with strains of Ebola, Lassa, Marburg, and Hanta viruses that would wipe out every man, woman, and child in Eastern Massachusetts should they escape their little vials.

Security is always ultra-tight as befitting secret viral experimentation sponsored here with your tax dollars. Guards are typically well-paid ex-military types who are intelligent, discrete, and expert at using their weapons. The average Arkhamite would be shocked to realize the firepower housed inside this building, the type of men employed here, and what lurks in the little vials that these men will kill to keep secure.

"MIKE," typical Bio-Theon guard, age mid-thirties

| | | | | |
|--------|--------|--------|--------|--------|
| STR 16 | CON 17 | SIZ 16 | INT 14 | POW 13 |
| DEX 16 | APP 11 | EDU 13 | SAN 65 | HP 17 |

Damage Bonus: +1D4.

Weapons: Glock 17 Auto 60%, damage 1D10

M16A2 Assault Rifle 75%, damage 2D8

Fist/Punch 75%, damage 1D3 + 1D4

Grapple 49%, damage special

Kick 55%, damage 1D6 + 1D4.

Skills: Climb 65%, First Aid 40%, Hide 65%, Jump 50%, Listen 50%, Martial Arts 50%, Sneak 65%, Spot Hidden 45%, Throw 70%.

Armor: Kevlar Vest under uniform, 8 HP.

Mike is pleasant enough, doesn't talk much, never about himself, and is polite to a fault, even if he's lin-

ing up a shot through your skull. Like all Bio-Theon guards, Mike's intensity of response is calibrated to the level of penetration into the labs that an invader has achieved.

449) SALVATION ARMY THRIFT STORE

233 EAST CHURCH STREET

The best bargains in the merchant district. Here the Investigator who knows the value of a dollar may find a random assortment of clothing, household items, bric-a-brac, toys, small appliances, home electronics, sporting goods, even furniture and medical supplies, all for pennies on the dollar. All proceeds support the Salvation Army's extensive social support and welfare programs. Inventory turns over almost weekly, and some pretty weird items are occasionally donated for sale.

Currently resting on a dinged-up metal corner shelf is none other than a small, 4-inch pewter statuette of the dread entity Chaugnar Faughn, mistakenly labeled "Ganesha, Hindu God." Gazing overlong at the disturbing little icon rewards the user with a 0/1 SAN loss, and there is a 1% chance that Chaugnar Faughn becomes aware of the observer, who will become a target for the Great Old One's psychic sendings.

450) CHELSEA HOUSE CONDOMINIUMS

267 EAST CHURCH STREET

A three-story apartment building featuring a dozen well-appointed four-room condos, each selling for well above market price. Parking is nearly a block away, and shared with local businesses, but spaces are reserved for residents; offenders are removed with pricey consequences.

The wiring was very poorly done and blackouts are a common problem in the complex.

RIVERTOWN

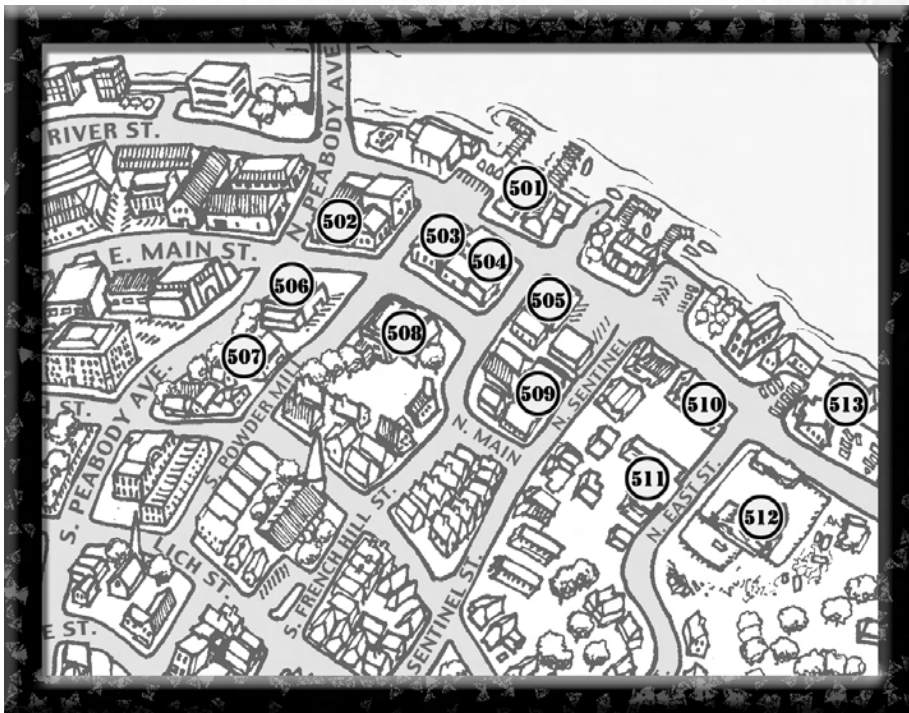
Successive waves of post-war immigration transformed - and continue to transform - the face of Rivertown. Enclaves of French Canadian and Irish populations have gradually made room to house newcomers from Eastern European and Mediterranean territories. It is a very diverse district where one can hear Russian and Greek spoken in shop fronts and at bus stops. Many immigrants work hard at assimilating into the dominant culture with varying degrees of success, all the while maintaining pride in their native language and customs.

501) RIVER RAID WATERSPORTS

99 W. RIVER STREET

This business specializes in small watercraft - canoes, kayaks, sailboards and inflatable rafts. Proximity to the river gives customers a chance to try out their purchases and, incidentally, shows passersby just how much fun it is.

All manner of small watercraft are also available for rent; rates are typically \$10 per half hour. Classes for operating these small craft are also available for a small fee; after four weekend sessions, a skill of 1D10 is imparted per individual craft.



Rivertown Map

Rivertown



The Grotto

502) NEON NEPTUNE'S

421 EAST MAIN STREET

This neon-lit, vaguely nautical-themed club's most unique feature is a huge cylindrical saltwater fish tank encircled by the bar. Patrons can drink, flirt with the serving girls, and raise a glass to King Neptune, a large and sinister-looking octopus who is master of the tank. A DJ plays top-40 dance tunes on weekends from 8 pm to 2 am. Expect to pay for the urban-trendy décor (some would call it garish) and the exotically named, watered-down drinks. True bohemians avoid this place at all costs.



503) THE GROTTTO

106 N. POWDER MILL ST.

A darker, danker pub for serious drinkers. The television is always on a news station, which prompts the occasional outburst from a patron, and the occasional fist fight. Many sailors enjoy this locale. Dark, scarred wooden booths line one wall of the establishment; those who huddle over mugs in these dim quarters do not wish their conversations overheard.

504) FRESH CATCH

191 N. FRENCH HILL ST.

New England Seafood at its best. The clientele are mainly tourists and wealthier locals. This is the place to impress a date if you have the money to afford the steep bill. The Aganis family runs this business; cousin Miklos - who operates his own fishing boat in nearby Gloucester - supplies much of the menu offerings, caught earlier in the day from cold Atlantic waters.

505) CAPTAIN JACK'S BOATING SUPPLIES

608 EAST RIVER STREET

A fully stocked boating supply store, owned by a local family. Watercraft can be purchased here and orders will arrive within a month.

506) ARKHAM BOWLADROME

444 EAST MAIN STREET

A Rivertown fixture since 1956, when an old chapel owned by Miskatonic University was sold off. The church was demolished and in a feat of cost-saving, the bowling alley was constructed using the same bricks that had been the church. Tom Krenski, grandson of the original owner, presides over 25 gleaming hardwood candlepin lanes, arranging league meet-ups, fixing jammed pin-setting machinery, and doing a hundred other things to keep the place in good working order. In addition to the hardwood alleys, there's a cashier's desk where one can rent bowling shoes and buy cheap coffee, and several old pinball and vending machines near the back wall. The place hasn't changed much since it opened, and has resisted computerized scorekeeping.

On Saturday mornings, the local-access cable channel hosts "Saturday Morning Roll-Off" from the bowladrome: talented local bowlers compete for cash prizes. The show has a modest following. The place is popular with seniors from nearby Peabody Place, who have a long-standing Monday night league.

507) PEABODY PLACE RETIREMENT RESIDENCE

405 SOUTHPOWDER MILL STREET

"Gracious Retirement Living." Studio, one-bedroom, and two-bedroom apartments for the senior sect. All-inclusive, semi-independent living with chef-prepared

meals, barber & beauty shop, shuttle bus for local trips, weekly housekeeping, laundry, and banking. A registered nurse is on property 24 hours a day, 7 days a week. As specified in the will of Eleanor Peabody, esteemed founder, fully a third of the 40 apartments are subsidized by her substantial trust to enable financially disadvantaged seniors decent living in their twilight years. Incongruously displayed above the central lounge's fireplace is a WWI vintage .30 caliber machine gun, donated by departed but not forgotten longtime resident Stanley Harrington. On a successful **Mechanical Repair** roll, the weapon could be made operational, but lacks ammunition.

508) THE PAUPER'S YACHT CLUB

641 EAST RIVER STREET

A club for small-boat owners. Anyone owning a small watercraft (under 20 feet), can dock their craft, climb the wooden steps up the riverbank, and dine on some salty, tasty bar food and enjoy the constant sporting events on the widescreen TVs. Many town landlubbers also enjoy the uncomplicated fare and friendly ambiance of the establishment.

509) BAIL BONDSMAN

137 NORTHSENTINEL STREET

Will Murphy is the town's only bail bondsman. He is necessarily hard-nosed and suspicious of most everyone. He is honest, hard working, and often lonely; getting too close to anyone in his line of work, he reasons, is a liability. Will is on-call 24 hours a day, every day.

WILL MURPHY, bail bondsman, age 42

| | | | | |
|--------|--------|--------|--------|--------|
| STR 16 | CON 08 | SIZ 13 | INT 15 | POW 10 |
| DEX 15 | APP 14 | SAN 40 | EDU 15 | HP 11 |

Damage Bonus: +1D4.

Weapons: .357 Magnum 35%, damage 1D8+1D4

12 gauge pump shotgun 40%, damage 4D6/2D6/1D6

Pool cue 45%, damage 1D6+1D4

Baseball bat 45%, damage 1D8+1D4.

Skills: Accounting 30%, Art (Guitar) 25%, Bargain 40%, Chemistry 15%, Credit Rating 25%, Drive Motorcycle 40%, Fast Talk 70%, First Aid 40%, Hide 40%, Law 25%, Listen 25%, Occult 10%, Psychology 40%, Spot Hidden 35%, Throw 45%.

510) MISKATONIC RIVER COMPANY

614 EAST RIVER STREET

Boat tours of the Miskatonic River are offered here. The route goes downstream to Kingsport Head, and upstream five miles. Along the way, sights like the Unvisited Island and the destroyed Bowen's Bridge (and the once-hidden tomb of wizard Sermon Bishop) are pointed out. An enjoyable three-hour tour for up to twenty people, it costs \$10 for adults and \$5 for children 12 and under. A special "Haunted Harbor" cruise runs from mid-October through to Halloween, sailing out to the spot where the infamous Devil's Reef once jutted out through the green waters of the Atlantic Ocean.

SAM JOSEPH, river guide, age 49

| | | | | |
|--------|--------|--------|--------|--------|
| STR 13 | CON 17 | SIZ 13 | INT 13 | POW 08 |
| DEX 14 | APP 11 | EDU 16 | SAN 40 | HP 15 |

Damage Bonus: +1D4.

Weapons: .38 revolver 35%, damage 1D10

Flare gun 40%, damage 1D10+1D3 burn

Boat hook 30%, damage 1D8+1D4

Hatchet 25%, damage 1D6+1D4

Small Knife 25%, damage 1D4+1D4.

Skills: Accounting 30%, Bargain 40%, Climb 50%, Credit Rating 35%, Fast Talk 55%, First Aid 40%, History 35%, Jump 35%, Library Use 30%, Listen 35%, Mechanical Repair 45%, Natural History 55%, Navigate 45%, Occult 30%, Pilot Boat 70%, Psychology 15%, Spot Hidden 50%, Swim 45%, Throw 45%.

Joseph is a retired Coast Guardsman from Kingsport. With his entertaining tales of the river, silver handlebar moustache and historical costumes, he runs one of Arkham's most popular tourist attractions. He has seen enough to be at least open minded about the existence of sea monsters or the legendary Innsmouth "Sea Devils."

511) GENETEK

211 NORTHEAST STREET

A bioengineering firm, Genetek does industrial-grade research into engineered agriculture products and biological process enzymes. The company is looking to send most of its research overseas within the next five years.

512) ABANDONED SLAUGHTERHOUSE

500 EAST ARMITAGE STREET

The old Nesbitt Meat Packing Plant closed down fifteen years ago and the building hasn't been leased since. The equipment was sold at auction and now the place is nothing more than a big rotting warehouse. Local urban legend has it that humans - runaways, illegal immigrants, and other transients - were butchered here, their remains canned and sold as pet food.

These reports are totally unsubstantiated but may stem from a tainted meat scandal in the late 1970s. Still, the locals insist that unearthly noises can occasionally be heard from within. The homeless, those who would normally flock to such a spacious refuge, harbor a great loathing for this building.

Chances of police walking through this abandoned plant are nil.

513) THE NEW WHARF

621 EAST RIVER STREET - RIVERTOWN WATERFRONT DISTRICT

The old warehouses were renovated over the past two decades, and this area is beginning to pick up again. Stores, bars, a few offices and clubs line the wharf, most occupying the first floor of the rebuilt structures. Keepers needing to hastily place an Arkham business venture could easily do so here.



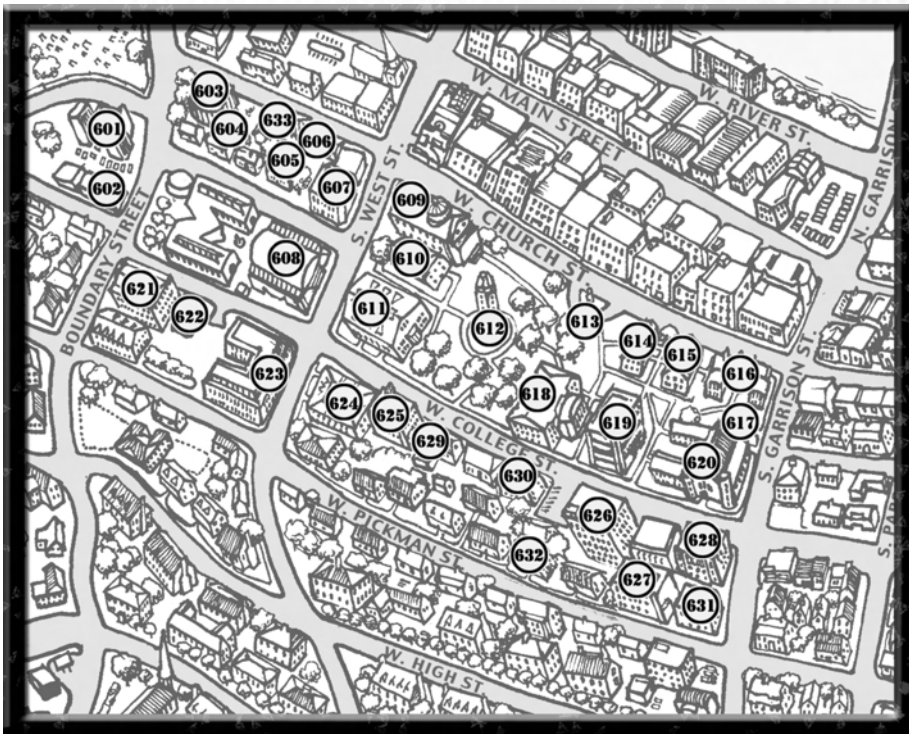
MISKATONIC UNIVERSITY CAMPUS

Arkham's celebrated Miskatonic University is a startling mix of growth and decay. On the verge of economic collapse following the Great Depression and over-extending itself in a series of expensive and ill-famed expeditions in the 1930s, Miskatonic experienced rebirth thanks to the historic GI bill following in the wake of World War Two; the University opened its doors to a whole new generation of rugged returning veterans eager to become educated, successful members of post-war America. Admissions soared.

The School, while clinging to tradition, embraced this new generation - so different from the privileged scions and legacy attendees of earlier student generations - and has never looked back. No visitors ever leave without having formed a strong opinion of the place, for good or ill.

There's an old saying that Arkham doesn't have a University, rather Miskatonic has a few non-school buildings. While an exaggeration, it is true that MU has expanded not just in acreage, but in the economic pull it brings to - and exerts over - the town. MU has approximately 7,000 students, though during the summer months the number drops significantly.

Unlike earlier generations of Miskies, perhaps a quarter of today's student population are not traditional residential undergraduates but part-time commuting stu-



Miskatonic University Campus Map

*Miskatonic University
Campus*

MISKATONIC UNIVERSITY



Miskatonic University Campus

dents - many of non-traditional age - who are completing an interrupted education, changing careers, or bolstering their workday credentials via one of the school's professional programs.

The place most Arkhamites are familiar with is the West Campus, running from Boundary Street to S. West Street. This includes the old stadium, where Arkham's AA baseball team plays, the Athletics house as well as the theatre and music departments. The medical school has its own block in the southern part of this section, and is connected by tunnels to the various athletic facilities to speed sport medicine work.

The main campus extends along the long block between S. West and Garrison streets, bracketed by College and Church. Formerly a lush, grassy yard edged by buildings and cut through with walkways, the MU campus gradually became more and more crowded, as additional buildings were inserted in sharp rows. The modern MU now is a set of three squares, side by side.

The west end is centered by the Copley Memorial Bell Tower, and includes most of the science and engineering buildings. The Bell Tower is perhaps the most attention-getting edifice of Arkham.

The campus center contains the four-story student union building. The rest of the dorm rows fan out in a

blotchy square whose locations were determined largely by history, as new buildings were built in whatever spaces remained between the previous ones. There are many dirt and concrete pathways in between, somewhat resembling an ant maze.

In general, the university favors putting incoming freshmen in the on-campus dorms, but there is never enough housing to go around; the apartment and sublet business in Arkham is a landlord's dream.

The east end holds the library and most of the liberal arts buildings, but to almost everyone, east simply means "The Library."

East Campus itself is just across the street, and includes much of the business and law schools. Interspersed with these are a few of the more historic shops that the Arkham Heritage Foundation succeeded in preventing MU from purchasing; to this day there is still resentment over the matter.

The Southern campus area is just across College Street, and includes the new computer science area. A pair of arching walkways connect this with the main campus, but most computer students are aware of the maintenance tunnels that are far more suitable for avoiding rainy days when traveling between dorm and classroom. The administrative buildings are also clustered in the southern section, as they have been since

MAJORS OF STUDY AT MISKATONIC UNIVERSITY

To keep Miskatonic University as usable as possible to individual Keepers, effort has been made to avoid codifying undergraduate and graduate curriculum offerings or major programs of study at the University. In this way, no two Miskatonics will be identical in different *Call of Cthulhu* campaigns. Some Keepers may want to keep the bulk of Miskatonic's mysteries concealed behind the solid façade of accepted majors such as Anthropology, Business, English, Law, Modern Languages, Nursing, and so on. Other Keepers may want Miskatonic to be a more fanciful, edgier institution offering esoteric courses and imaginative majors in Medieval Metaphysics, Cryptozoology, Parapsychology, etc. What follows is a sketch of the campus, with notable persons, places, and events added to update the venerable old school and perhaps generate ideas for plotlines and scenarios. Within the broad strokes presented here, season to taste.

the turn of the century.

Academia in the new millennium is a cultists' dream. No belief is so outré that it doesn't have a proponent, and the mantra of political correctness ensures that anything other than blatant insurrection can be explained away as "a different cultural value, being expressed by an individual from a marginalized populace."

With the rise of alternative curriculum, less prerequisite course work, and such modern paradigms, MU has fared very well as an alternative learning school for liberal arts. Majors such as Alternative Religious Studies and Folklore are both viable and popular. This has caused a schism between the more orthodox branches (Business and Engineering, most notably) and the more eclectic School for Arts & Sciences. Although the science undergraduate program isn't very strong, they have a strong, varied graduate program (where the course of study is solely based on the faculty, working directly for a professor on his/her topic). This apprenticeship format works very well for the Liberal Arts faculty, though some students might quibble.

CAMPUS DIRECTORY

This directory lists entries in the "Guide to Arkham." Those wishing a complete listing should check with the University's Office of Public Relations.

University Buildings, Landmarks, etc.

| | |
|-----------------------------------|-------|
| Antunes Hall (dormitory) | .631 |
| Athletic Stadium | .1003 |
| Atwood Science Center | .609 |
| Axton Athletic Center | .608 |
| Campus Safety Office | .603 |
| Chapel | .622 |
| Copley Memorial Bell Tower | .612 |
| Counseling Services | .604 |
| Derby Hall (dormitory) | .601 |
| Edwards Hall | .607 |
| Eli School of Business, Law | .629 |

| | |
|------------------------------------|-------|
| Exhibit Museum | .624 |
| Halsey Club | .603 |
| Haunted House | .633 |
| Herber Hall (dormitory) | .611 |
| Hoyt Administration Building | .625 |
| Internship & Career Services | .606 |
| Locksley Hall | .614 |
| Madigan Field | .1004 |
| M.U. Medical Center | .623 |
| Orne Library | .620 |
| Pabodie Building | .616 |
| Patterson Hall (dormitory) | .630 |
| Peaslee Alumni Building | .605 |
| Physical Plant | .602 |
| President's House | .617 |
| Statue of Dean Halsey | .613 |
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| Tyner Science Annex | .610 |
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| | |
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| Arts and Sciences | .607 |
| Business and Law | .629 |
| Education | .618 |
| Engineering | .616 |
| Mathematics & Computer Science | .627 |
| Medical School | .621 |

Student Clubs, Organizations, etc.

| | |
|----------------------------------|------|
| Arkham Heritage Foundation | .603 |
| Armchair Adventurers | .603 |
| Bioscience Club | .603 |
| Campus Christian Alliance | .603 |
| Debate Club | .603 |

THE CAMPUS QUAD

Bounded by West, Church, Garrison and College Streets

Originally Arkham's old town common, as the University took over the land it has become the campus quad, with paved pathways leading to prominent buildings. A well-manicured expanse of green lawn, leafy trees, bushes and stone benches, each inscribed with the name of a prominent University donor. A twelve foot high granite monument depicting men in arctic gear, a thirties-era monoplane with ski landers, and a dog-sled set against a shaft of polar ice presides over a patch of green. Plaques at its base commemorate the heroic efforts and great sacrifice of the University's two expeditions to Antarctica in 1930-31 and 1933-34.

The quad hosts outdoor classes during clement weather, and is well-traversed except for late night hours. The emerald gem at the heart of the campus, a view of the quad is unfailingly depicted in every campus brochure, catalog, and video shot of the University, replete with smiling students and professors.

| | |
|---|------|
| GLBT Alliance | .603 |
| Greenpeace | .603 |
| History Club | .603 |
| IEEE Club | .603 |
| International Club | .603 |
| Miskatonic Climbing Society | .603 |
| Miskatonic Film Club | .603 |
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| PUF-KeG | .603 |
| Robot Wars Club | .603 |
| Ski Club | .603 |
| Society of Mechanical Engineering | .603 |
| WAMU (radio station) | .603 |

601) DERBY HALL

224 SOUTHBOUNDARY STREET

A glass-fronted two-towered building, this large hall provided much of the room needed when many of the houses and buildings surrounding MU began to be converted to condominiums and family rental units, creating an influx of students seeking on-campus housing.

602) PHYSICAL PLANT

322 SOUTHBOUNDARY STREET

Situated at the perimeter of the Miskatonic University campus, this complex of buildings is where the Administration is pleased to locate the Physical Plant Department; near enough to most things to be effective, yet while keeping the heavy machinery, tools, and noise of the department conveniently out of sight. All building maintenance and grounds-keeping is performed by Physical Plant, which also oversees housekeeping in all campus buildings, significantly the residence halls.

The housekeepers could tell stories guaranteed to shock parents and shame students, based on what they find in the course of their rounds, but are normally very discreet. Likewise, Physical Plant has found some very odd things in the basements of several of the buildings and in the utility tunnels that criss-cross underneath the campus, but they too are laconic more often than not. Most of the time, Physical Plant is too busy repairing, cleaning, or clearing parts of campus to engage in gossip. However, if one wishes to get a very informed view of what goes on around campus, or the more unusual aspects of the buildings and houses of Miskatonic, it pays to have a friendly relationship with Physical Plant.

The Department has a veritable warehouse of tools and heavy machinery at their disposal, including dump

trucks, a cherry-picker bucket truck, small bulldozer, and rugged pick-up trucks. Hammers, power-tools, extension wires, and cleaning supplies abound. Other departments regularly “borrow” said smaller tools and implements; consequently, Physical Plant has begun requiring non-departmental users to sign out all equipment and supplies.

GUS SANDERSON, head of physical plant, age 49

STR 15 CON 16 SIZ 15 INT 12 POW 13
DEX 14 APP 11 EDU 14 SAN 60 HP 1

Damage Bonus: +1D4.

Weapons: Long-handled, steel-encased utility flashlight
30%, damage 1D6 + db.

Skills: Accounting 55%, Bargain 55%, Carpentry 75%,
Electrical Repair 70%, Locksmith 45%, Mechanical
Repair 70%, Operate Heavy Machinery 45%, Plumbing
35.

Sanderson had his own contracting business for years before lower back strain caused him to look for another career. The University position offered job security, a modicum of prestige, and – most especially – tuition remission for his daughter, Jennifer, who was nearing college-age at the time. For his part, Gus brings years of practical, managerial, and accounting experience to the position, vital for a job that oversees new building proposals, management of a sizable staff, and regular maintenance on buildings whose age and needs vary tremendously.

Given the importance of keeping up appearances for the University’s physical presentation, Sanderson reports to - and take orders directly from - President Harrington. Given this relationship, it could be argued that Sanderson is one of the most influential persons on campus.

Physically, Sanderson is a short, powerfully built man with a profusion of spiky, pepper-colored hair and a short, thick, well-trimmed beard. He is friendly and no-nonsense, and well respected by the staff under his supervision. In his khaki trousers, golf shirt, and casual oxford shoes, he is a familiar daytime sight about campus, inspecting new building projects, checking on repairs, and negotiating with outside contractors bidding on various projects. A clipboard is habitually in his hands and a large metal flashlight hangs at his belt.

603) THE JOHNSON STUDENT UNION BUILDING

665 WEST CHURCH STREET

Spanning four floors plus a basement level, this large structure is irreverently known as “The Big Johnson” by undergraduates; it stands on the site of what was once Arkham’s public high school. That structure is long

vanished, the land purchased from the city by the University decades ago. The original student union building was constructed in the mid-fifties, a large, brick building with neo-gothic styling. The Student Union building has undergone two major renovations since that time, and currently has the strong modern architectural lines that are so despised by the more antiquarian-minded members of the Miskatonic community who prefer an older, "classic ivy league" aesthetic to their campus buildings. And, at times, there is question over whether it's really a student union or simply a way for MU to keep student's cash on campus. The first floor is entirely set out as a series of fast food windows, eating areas, and the main dining hall on campus. The Campus Store is here, outsourced to a third-party company that has a chain of such mercantile outlets across the country on many campuses. "The Miskatonic Bookstore" (or simply, "the Bookstore" to most students) stocks textbooks, all types of clothing, key rings, pens, pencils, umbrellas and glassware with the MU logo on it, as well as most anything else (legal) a student might need for campus life.

Most departments on campus also have a "book-store account" by which supervisory employees in those departments may purchase items at the bookstore and charge said items to their departmental account. All campus employees enjoy a 10% discount on all items when presenting their campus I.D. card. The campus shop also rents academic robes to those in need for Fall Convocation and Spring Commencement ceremonies. An outside employee manages the store full-time, while undergraduate students man the register. Hours: Monday-Friday, 8am - 8pm and Saturday, 9am - 5pm. Closed Sunday.

The basement of the Student Center has pool tables and a few miscellaneous campus offices (such as Campus Security, and Student Affairs), and a US Post Office Window (hours 10am-4pm Monday through Friday only). And, of course, the vast array of student mailboxes; any student living in campus housing has their mail box (in)conveniently located in this central spot.

WAMU

The student-operated campus radio station broadcasts at 91.9 FM and also audio direct to the Internet. Most recently, some of the regular programming has also been distributed via podcasting. Located in the Student Center basement, WAMU was founded in 1952 as an AM classical and jazz station. Rock music was added to the format in 1967. Nominally a Liberal Art (Mass Communications major)/Theater shared project, the station was moved to the Student Center from its original location in the Tyner Science Annex in the mid-seventies (much to the relief of the Science

Department). The station switched to FM in 1979 and grew to a screaming 25,000 watts during the Reagan era of FCC deregulation.

WAMU offers a variety of commercial-free programming: an hour or so of news, current events, talk, and the rest for Alternative Rock music. Classical, jazz, reggae, bluegrass, or any of a dozen other genres are also on the playlist. The Polka Show might be followed by thrash metal, then by three hours of techno. In theory there is a listing of what is to be played for a given week, but for the most part the DJs wing it. WAMU runs from 6am to midnight, Sunday through Thursday, and from 6am to 2am Friday and Saturday. Traditionally, about ten minutes before signoff each night, the station plays a sultry, noir-ish version of "Harlem Nocturne." The signoff message is broadcast and the station is powered-down until the next morning.

Any MU student or faculty may join the staff, however it may take a semester or two to actually get an on-air shift after receiving an FCC license, training on the equipment, and helping out with office & production duties. Less patient students have experimented with creating their own podcasts with equipment borrowed from the school; most of these are short-lived efforts, although "The Goblin's Den" a role-playing podcast put out sporadically by the Armchair Adventurer's Club has notched an impressive eleven podcasts and is still going strong. WAMU's station management (Station Manager, Music Director, Operations Manager, Production Manager, News Director, Engineer) receive a small stipend per semester.

The station manager is Eric Munroe; music director is Nanette Glickman ("Auntie Nannie"), News Director is Michelle Daly, and the chief engineer is equally eternal grad student Rob Garceau ("Sgt. Psychedelic"). The faculty liaison is Dr. Russ Dewerson of the Psychology Department.

ISABELLA MANZONI, student broadcaster, age 20

STR 9 CON 11 SIZ 12 INT 15 POW 13
DEX 12 APP 16 EDU 15 SAN 65 HP 12

Damage Bonus: none.

Weapons: none.

Skills: Accounting 40%, Bargain 40%, Credit Rating 40%, Fast Talk 40%, First Aid 60%, Library Use 40%, Other Language (Italian) 85%, Own Language (English) 60%, Persuade 60%, Psychology 40%, Ride 35%, Swim 55%.

Isabella hosts the Italian program "Ciao, Arkham!" each Saturday morning. Plastering the campus with glossy flyers featuring a full-color, full-body photo of the very good-looking Isabella sporting a microphone and a suggestive pose seems to have boosted the popularity of her radio show. To date, she has received two



proposals of marriage on the air, both cheerfully refused.

THOMAS KANE, late-night DJ with MU radio, age 22

STR 14 CON 06 SIZ 12 INT 14 POW 11
DEX 05 APP 06 EDU 18 SAN 55 HP 09

Damage Bonus: +1D4.

Weapons: none.

Skills: Art 30%, Art (Comic Books) 50%, Dodge 10%, Electrical Repair 45%, Electronics 45%, French Literature 60%, History 35%, Music 80%, Other Language (French) 75%.

Thomas is just wrapping up his senior year. He has a Morlockian existence, doing the late-night radio show and then shutting himself in his room for most of the day. Known to have quirky habits (eating only egg noodles for most meals, preferring debate to conversation), his radio show seems to show another half-- eloquent, poetic, almost mystic. A French Literature major, Thomas goes to classes only for exams, performing adequately. Outside of music and books, he's not known to have much of a life at all. He has a deep crush on fellow student announcer Isabella Manzoni, but realizes he doesn't stand a chance with the popular and beautiful language major.

THE HALSEY CLUB

MU has only one social club or lounge of its own: the Halsey Club, located on the second floor of the Student Union. It closes at 11 o'clock, and no alcoholic drinks are served. Thus for real entertainment, those over 21 tend to drift out into Arkham. The Halsey Club does have a nice array of coffees and ice cream treats, however, and does take campus meal-plan points as well as cash. Most nights, the small corner stage features a wide-screen television tuned to a sports event. Special events are run regularly: every Thursday evening, the Halsey Club features a standup comic or an open mike night; on Friday nights, a local band usually plays.

Currently, for Saturday nights, the Prometheus Society (the science/science fiction club) is allowed to show a free video movie of their choice. Other sporadic events occur as on-campus groups become organized enough to throw them.

THE MISKATONIC CRIER

The venerable student newspaper, the *Crier*, is managed by Bonnie Torrence, a journalism major who gets more thrills out of writing stories about students' supposed sex interests, campus gossip, and alleged administration corruption than real campus news. Circulation counts are of little importance to Torrence; the paper is

funded by the Student Activities budget and does not have to rely on actual reader patronage to exist. Several times Torrence has courted disaster in the form of frozen funds because her brand of "create the news" has gone too far in the Administration's view. Torrence is set to graduate in a year; many College staff who have suffered attacks from her poison pen are praying she does not decide to stay on for graduate studies. The *Crier's* issue morgue goes back to the mid-1880s and can turn up an intriguing clue or two for inquisitive investigators on staff, who get 1D6 points of either Read/Write English or Photography skills per semester.

BONNIE TORRENCE, Journalism major, age 20

STR 10 CON 11 SIZ 11 INT 16 POW 10
DEX 15 APP 14 EDU 16 SAN 50 HP 11

Damage Bonus: none.

Weapons: Mace spray 75%, damage stun 2D10 minutes.

Skills: Accounting 35%, Annoy Administration 90%, Art (Graphic Layout) 55%, Bargain 40%, Biology 30%, Computer Use 35%, Hide 40%, History 40%, Law 20%, Library Use 65%, Listen 26%, Occult 35%, Other Language (French) 35%, Persuade 40%, Photography 30%, Psychology 65%, Sneak 55%, Spot Hidden 65%, Write Annoying Article 85%.

MICHAEL ELLIS, Political Science major and campus radical, age 20

STR 12 CON 11 SIZ 12 INT 17 POW 11
DEX 13 APP 13 EDU 15 SAN 55 HP 12

Damage Bonus: none.

Weapons: Kick 45%, damage 1D6

Mace spray 75%, damage stun 2D10 minutes.

Skills: Art (Guitar) 45%, Biology 30%, Chemistry 25%, Computer Use 35%, Credit Rating 35%, Fast Talk 45%, First Aid 35%, History 35%, Law 25%, Library Use 55%, Listen 40%, Other Language (Latin) 20%, Persuade 50%, Psychology 45%, Sneak 35%, Spot Hidden 35%, Swim 35%, Throw 35%.

By most accounts, Michael is an excellent student; he chose Miskatonic over Harvard and Yale for its small size and Arkham's classic New England charm. Unbeknownst to his classmates and professors, however, Michael is rebelling against his conservative Republican parents by becoming a political and social radical.

Under the *nom de plume* of "El Hazard," Michael writes scathing, sometimes humorous, and quite rabid diatribes against that which he detests: fundamentalism, conservatism, religion, racism, big business, and big politics. Professors who read his material in the *Crier* and his self-made flyers and pamphlets view his passionate stance with ambivalence; most regard it as the venting of a young, intelligent person as-yet unversed in the subtleties and compromises of the "real world." Whether his radicalism eventually turns to





Meeting of the Armchair Adventurer's Society

political terrorism or simply burns off harmlessly after college remains to be seen.

THE SCHOONER

The MU yearbook, named for the sailing ships instrumental in founding Arkham and the school, publishes a well-documented picture book of the year's events and student body. The Schooner's editor is Art student Eric Tanner, a junior, who has student photographers roaming the campus at all hours, prepared for that perfect casual shot. This also represents an opportunity for spotting weird events (or being the victim of them). The back issues go as far back as 1900, although individual photos date back to the Civil War era. Staffers can get 1D6 points of either Read/Write English or Photography skills per semester.

ERIC TANNER, Art major, age 20

| | | | | |
|--------|--------|--------|--------|--------|
| STR 09 | CON 14 | SIZ 16 | INT 17 | POW 13 |
| DEX 10 | APP 12 | EDU 15 | SAN 60 | HP 15 |

Damage Bonus: +1D4.

Weapons: none.

Skills: Accounting 30%, Art (Graphic Layout) 65%, Bargain 35%, Biology 20%, Computer Use 30%, History 35%, Library Use 65%, Listen 45%, Other Language (Japanese) 30%, Persuade 55%, Photography 65%, Psychology 45%, Ride Moped 40%, Spot Hidden 55%.

MISKATONIC UNIVERSITY STUDENT SOCIAL CLUBS

ARMCHAIR ADVENTURERS SOCIETY

Home to those individuals who are into the fantastic, the unusual, and fantasy gaming. When not gaming all night or attending Sci-Fi conventions, the members manage to produce a fanzine each semester, Dreamland Journeys, which may include an occasional Mythos-based submission. Members receive 1D3 points of Occult per semester, along with 1D10 points of Science-Fiction Trivia. Incidentally, the society's members are among the most understanding and/or gullible people in Arkham when it comes to realizing the danger of the Cthulhu Mythos. Dr. Ann Shelby, English professor, enthusiastically participates as club advisor; Archaeology graduate student Paul Maclean is the current "Keeper of Esoteric Lore" (club president). Maclean has enough free time to create a thriving web page devoted to gaming activities; visitors to the site hail from all parts of the globe.

PAUL MACLEAN, Archaeology student and Armchair Adventurers President, age 25

| | | | | |
|--------|--------|--------|--------|--------|
| STR 13 | CON 14 | SIZ 14 | INT 17 | POW 16 |
| DEX 10 | APP 12 | EDU 16 | SAN 80 | HP 14 |

Damage Bonus: +1D4.

Weapons: none.

Skills: Archaeology 45%, Art (Web Design) 65%, Bargain 35%, Biology 20%, Computer Use 63%, Fast Talk 44%, History 35%, Library Use 40%, Persuade 55%, Play Role-playing Games 65%, Psychology 35%.

OUTDOOR SOCIETY

During the several camp-outs each semester, members get 1D8 points of Natural History, and 1D6 points of Climb, Navigate, Pilot Canoe/Kayak or Track. Massachusetts abounds with small state parks, ideal for day trips and overnights. The grandeur of the Berkshires or New Hampshire's White Mountain National Forest is but a day's car ride away.

MISKATONIC MARINERS

The University sailing club. This group meets on campus, but drives to Kingsport for weekend sailing adventures. Thanks to the largess of a generous alumnus - sailing buff Jim Marsh - the club enjoys ownership of two small, very well equipped sailing boats. It's a point of pride for the club to keep these two small craft ("Badger I" and "Badger II") in top repair. The Mariners also keep a smaller number of rowboats and two-person sailing craft for jaunts on the Miskatonic River.

Occasional sojourns to the so-called "Unvisited Island" (entry 432) are popular. The club's faculty advisor is fellow boat-lover Otto Cockrell. Members get 1D8 points of Pilot Small Boat.

GREENPEACE

Members of the Miskatonic chapter of this well-known environmental group receive 1D3 points of Biology, 1D6 points of Persuade, and a loss of 20 temporary points of Credit Rating when dealing with MU security and the Arkham police. They often hold fundraisers on campus; proceeds go to local wildlife sanctuaries and conservation efforts, and to fund the chapter's affiliation with the larger organization.

MODEL UNITED NATIONS

Each year, this club "adopts" a member nation, studying all they can about their adopted country and representing it as fully as possible at a national forum held annually at a different college or university. Students receive academic credit for belonging to this club and are more politically aware than their peers. Members receive 1D3 points of Persuade and are entitled to a **Know** roll when faced with a current events question about their adopted nation. This year, Miskatonic's adopted country is Egypt.

MISKATONIC MEDIEVAL SOCIETY

Catering to those students who feel life was more enjoyable in a romanticized Middle Ages, membership often overlaps with the Armchair Adventurer's Society. Each Spring, they put on a festival open to the public, attracting visitors from Boston and as far away as Maine and Vermont. Likewise, the would-be knights and damsels make an annual pilgrimage to King Richard's Faire, a massive renaissance-faire experience that runs eight weekends throughout all of September and most of October in Carver, Massachusetts. Trips to Gloucester's famed Hammond Castle, Boston's Medieval Manor dinner theatre, and the Higgins Armory in Worcester are also popular activities. All members receive 1D6 points of History per year, as well as 1D10 points of any historical craft skill such as Weaving, Brewing, Riding, and even Armor-Making or Sword Skill.

M.U.C.K.

The Miskatonic University Computer Klub is open to all students and provides 1D8 points of Computer Use per semester. Although the purposes of the club are to promote employable computer skills, four members are highly qualified hackers with Computer Use skills of 70+. Many are willing to break into any computer sys-

tem - or try to. Brilliant senior Computer Science major John Westerna is one of these, but he is inclined to social activism; recent hacks include crashing neo-Nazi websites and transferring National Rifle Association funds to the Humane Society. West is a family descendant of infamous twenties-era "reanimator" Miskatonic medical school student Herbert West, though he is blissfully unaware of this fact.

JOHN WESTERNA, Computer Science student/sacker, age 21

| | | | | |
|--------|--------|--------|--------|--------|
| STR 12 | CON 11 | SIZ 15 | INT 17 | POW 12 |
| DEX 10 | APP 11 | EDU 18 | SAN 60 | HP 13 |

Damage Bonus: +1D4.

Weapons: none.

Skills: Accounting 35%, Art (Web Design) 55%, Bargain 30%, Computer Use 85%, Dodge 28%, Electronics 45%, Fast Talk 40%, History 35%, Law 25%, Library Use 55%, Listen 35%, Other Language (German) 40%, Persuade 40%, Physics 25%, Psychology 30%, Sneak 30%, Spot Hidden 50%, Swim 35%.

INTERNATIONAL CLUB

Intended as a forum to better integrate the growing number of international students with their American counterparts, this club is a happy mix of the 29 different nationalities currently represented at Miskatonic. Club members host monthly dinners featuring foods from the homeland and foreign films showings to promote awareness of cinema beyond Hollywood. Members receive 1D3 of any language skill, plus sundry lore from overseas. Modern Languages professor Dr. Maynard Carson is the faculty advisor.

CAMPUS CHRISTIAN ALLIANCE

Open to all Christian students, members of this religious group have weekly evening prayer meetings throughout the semester and fundraise to sponsor their annual participation in Habitat for Humanity, when a group of around 20 students travels to a rural U.S. destination to help build homes for the needy. The group also sponsors a children's clothing and toy drive at Christmas time. Members of the Christian Alliance have at times naively attempted to convert members of the Pagan Academics Network (PAN), but have been told (sometimes pointedly) to mind their own business. Both student groups uneasily acknowledge the other's existence, but other than the aforementioned "conversion attempts," there is predictably little traffic between these two groups.

PAGAN ACADEMICS NETWORK (P.A.N.)

Formed in 1986 as a part of the burgeoning popularity of Wicca and other pagan religious movements

sweeping America, this alternative spirituality group is now a wide, eclectic mix of new age beliefs and ancient practices ranging from Tai Chi and Buddhism to Native American Shamanism and Norse Heathenism. The growing popularity of the Wicca group is pushing a few members to contemplate forming their own splinter association, but most still feel there is not yet the need to split off. Any given year, this student association will have upwards of 50 members with a few hangers-on. Members receive 1D6 points of Occult or Knowledge in a particular religion per semester (Keeper's choice). The group's advisor is Arkham Wiccan devotee and Miskatonic professor Dr. Sharon Cooperson (entry 643). P.A.N. also enjoys affiliation with Arkham's Unitarian Church; several P.A.N. students are also U.U. congregants.

GAY, LESBIAN, BISEXUAL, TRANS-GENDERED ALLIANCE

This campus group was formed as a social support network for Miskatonic students with alternative sexual orientations. Their rainbow banner is an easily recognizable icon at student activity fairs and other campus events where the group feels it is important to have a presence. Still more of a social organization than a political one, this group provides a welcome place for gay and lesbian students. Once a month, they take an MU van down to Boston for a night of clubbing. Dr. Nyssa Blackwood of the Ecology Department is the faculty advisor.

MISKATONIC FILM CLUB

Members of this club receive 1D4 points of Photography, Electronics, History (cinema) or Computer Use skill per semester. This club attracts media buffs, both those who enjoy making their own productions, as well as those who would rather view and critique movies and other media presentations. In late April this club sponsors the "Finals Filmfest" a 48-hour, non-stop showing of movies produced by the members to help students take a break from the stress of cramming for upcoming final exams. Many of these cinematic experiments are wretched.

SKI CLUB

Skiers (and snow boarders) of all levels get together for fun and fellowship. Club members spend the warm months of the school year raising funds for the colder season's weekend ski trips. Members get 2D10+4 points of Ski per year.

MISKATONIC CLIMBING SOCIETY

Currently an unofficial school club due to prohibitive insurance costs, this small club of a dozen or so members exists solely to climb things. Clambering junkies, they climb the low edges of buildings to get to class, enter their rooms only by the window, and perceive a field trip to the stadium as a golden opportunity to practice against the goal posts.

Though the number of injuries isn't large compared to the officially supported University sports programs, the perceived hazardous image of the club's activities ensures that the Climbing Society will not be approved or supported by the Administration into the foreseeable future. The club is a natural place to find curious yet capable thrill seekers.

Their one annual trip is to an unusual black stone wall outside Arkham. Shattered a few years ago by the owner of the property, it still has a few spans worth climbing. Though only a few feet tall, it is deceptive and disorienting, creating an extreme sense of vertigo. In some sections, students claim to have seen their own reflections hanging mirage-like before them. Measurements of the site reveal nothing unusual, causing most observers to ascribe such claims to fancies spun from age-old rumors.

THE PERMANENT UNOFFICIAL FREE-FLOATING KILLER GAME (PUF-KeG)

Started in the mid-1980s by two very idle sophomores, this group officially doesn't exist. They hand out membership forms (and deny they exist), set up a booth at freshman roundup (but pretend it's not there), and invite people to parties (which may or may not exist); behind it all is the game *Killer*.

At the beginning of each semester, all members of the PUF-KeG put their names into a hat. Everyone draws a name secretly; this is the person they must "kill". Kills are done using squirt guns, by placing index cards marked "poison" under the victims' plates or balloons marked "explosives" under their pillows, or through a dozen other ingenious and officially sanctioned methods. The primary rule is "no one must know"; any witnesses render the attempt void. After a successful kill, the killer inherits the victim's target. The game ends when there is one person left standing, either through the course of the semester, or in the failsafe blow-out party at the end of the year.

Before 2001, the university generally did not crack down on this group too hard, as it kept an intentionally low profile. All this changed on September 11th, 2001. Now, strange men and women skulking around buildings leaving mysterious packages labeled "bomb"

ART/MUSICAL GROUPS

Members of the Miskatonic Orchestra, Jazz Ensemble, Chorale and Marching Badger Band get either 1D10 Sing or Play Instrument per semester, once passing an audition (roll double prior **Musical** skill). Marching Badger Band members get 10 temporary points of **Credit Rating** when dealing with Arkham residents, school staff, and alumni/boosters. Students who play in the variety of campus garage bands only get either 1D6 **Sing** or **Play Instrument** per semester without an audition, but also get a lot more affection from fans. Dance Miskatonic, the campus dance troupe, puts on various theatrical dance numbers during the semester and members thus receive 1D10 Dance per semester and 1 point DEX per year.

or envelopes containing baking soda and a little note saying "poison" are treated as genuine threats to homeland security. One notable incident was in April of 2002, when Arkham PD, Arkham Fire, the State Police, and the F.B.I. showed up at the behest of Campus Safety to "defuse" a mysterious ticking backpack left outside a dorm room. The dorm building was evacuated, classes cancelled for the afternoon, the news trucks and reporters flocked to the scene, and, finally, a remote-controlled Homeland Security robot removed an old-fashioned alarm clock from the canvas bag. University administration was relieved, embarrassed, and furious; PUF-KeG disappeared for a few years (the owner of the "bomb" was never caught).

However, in the last couple of years, a few daring students (either thumbing their nose at authority or just plain ignorant of the ramifications of their game) have revived PUF-KeG, on a much smaller and muted scale. Faculty are dimly aware of its revival, but there have been (so far) no more notable incidents. Campus Safety plays a discreet but serious game of cat-and-mouse with the game's participants. The PUF-KeG'ers find Campus Safety's interference annoying but also relish the challenge of conducting their operations at a new level of secrecy. Now they see themselves as true "silent hunters." Anyone caught engaged in PUF-KeG activity runs the risk of expulsion from Miskatonic, with possible criminal charges heaped on, depending on the nature and perceived severity of their actions.

TERESA MARKER, currently top shooter in this year's PUF-KeG, age 22

| | | | | |
|--------|--------|--------|--------|--------|
| STR 14 | CON 10 | SIZ 13 | INT 14 | POW 13 |
| DEX 16 | APP 12 | EDU 16 | SAN 65 | HP 12 |

Damage Bonus: +1D4.

Weapons: Knife 55%, damage 1D4+1D4
Handgun 75%.



A K ng n PUF KeG

Skills: Climb 65%, Conceal 55%, Dodge 72%, Electronics 35%, History 45%, International Affairs 65%, Jump 50%, Library Use 65%, Martial Arts 72%, Navigate 45%, Sailing 45%, Sneak 45%, Spot Hidden 45%, Throw 55%, Track 35%.

Teresa is a senior wrapping up her International Studies major at MU. Though tall, she is unassuming and generally has an aloof yet pleasant demeanor. She also has a black belt in karate and is hoping to join the CIA once she graduates. Her success in PUF-KeG is due to as much to her unassuming nature as to her speed and skills.

ADDITIONAL ACADEMIC CLUBS

- Bioscience: 1D6 of Biology or Natural History per semester
- Debate Club: 1D6 Persuade
- History: 1D6 History
- Institute of Electrical and Electronics Engineers: 1D6 of Computer Use, Electrical Repair, or Electronics
- Society of Manufacturing Engineers: 1D8 of Mechanical Repair or 1D6 Drive Automobile for the annual intercollegiate "All-Terrain Vehicle Contest" or 1D8 Pilot Submarine for the "Woods Hole Submarine Derby"
- Robot Wars Club: An offshoot of Mechanical Engineering 355 "Creative Engineering." These cyber-gladiators receive 1D6 Mechanical Repair and 1D6 Computer Use per year.

ARKHAM HERITAGE FOUNDATION SCHOLARSHIP

The Arkham Heritage Foundation maintains a small office in the Student Union building, largely as a bulwark against what its members see as the continual encroachment of the "new" MU into the historical sections of Arkham. The President of the University allows the AHF office space and invites prominent members to several campus social functions each year in order to keep the peace with the town of Arkham. This is especially important to the College when applying for building permits or when trying to exert its influence to keep an MU scandal from hitting the town papers.

For its part, each year, the AHF offers two full-tuition and six partial scholarships to Arkham locals attending MU. These scholarships (as much a political ploy as anything else) are awarded on the basis of merit, as determined by an essay on the application on the topic of *The Importance of Arkham's History*. Thus "town and gown" maintain a mostly cordial, somewhat symbiotic relationship filtered through such agencies as the AHF. History professor Dr. Brad Chambers has been one of the few faculty members to truly welcome the AHF's presence on campus, seeing them as an opportunity for bright undergraduate history majors to intern with the AHF for extra credit.

CAMPUS SAFETY OFFICE

Located in the basement of the student Union, the Campus Safety Office is fairly nondescript. But as soon as there is trouble at MU, campus security rushes in armed with... walkie-talkies. Indeed, security is perhaps the most unappreciated and widely mocked position at MU. The guards get little respect from the students (and sometimes, faculty) who routinely ignore the department's parking and safety notices.

In truth, theirs is an oft-boring, sometimes trying job that helps MU keep its autonomy. To wit: when trouble happens, MU security - who report only to the University President - answer first, and police are only called in if there is a threat to public welfare. Minor squabbles and small hassles are their stock and trade, and they are often polite and friendly when strange activities occur, as long as the university's safety guidelines are followed:

- no firearms permitted on campus (except in the Campus Safety weapons locker).
- no fires larger than candles inside university buildings.
- no outdoor gear (digging equipment, climbing gear, or dynamite) allowed indoors except in storage.
- only university staff and signed-in visitors are allowed after hours.

When trouble comes, Campus Safety's main task is to investigate, and radio for police support if necessary. Perhaps 60% of their job is handling students who accidentally get locked out of their rooms or vehicles; 30% is responding to drunk-and-disorderly complaints; and a small fraction of their time is spent handing out parking tickets. Given MU's checkered past, most guards fear running into the unusual, and indeed they are often the first to come up with rational explanations for strange occurrences.

Campus Safety is required to report any criminal acts to the local police; therefore, any criminal investigations (typically allegations of date-rape or incidents of drunken driving) are conducted by police detectives. Campus police are essentially watchmen with some EMT skills. This does give MU administrators a little leeway in just which incidents to report, however, and many potentially hazardous crises have been swept under the rug. Unless contacted by campus security or in pursuit of a crime in progress, local police do not patrol the campus.

Max Fallon

Max has either the worst or best luck of any MU safety officer. He's handled more temporarily insane people than some psychotherapists, holds the campus record for largest number of times assaulted by unrecognizable assailants, and has survived a record number of minor concussions. In short, if something odd happens at MU, more often than not Max is the poor guard who first stumbles onto the scene.

On the other hand, he's still alive. As a result of all of his strange experiences, Max is highly superstitious. He won't patrol on Friday the 13th, crosses himself regularly, avoids black cats and walking under ladders, and in general follows each and every harbinger of fortune he learns of. Despite this quirk, he's eternally helpful and always willing to throw himself into harm's way in defense of the innocent. Campus administration is quietly impressed with Max's discretion despite his several tabloid-worthy encounters. Ineligibility for academic tenure notwithstanding, his place on the campus payroll is assured.

MAX FALLON, superstitious guard, age 34

STR 11 CON 18 SIZ 11 INT 16 POW 17
DEX 11 APP 10 EDU 08 SAN 37 HP 15

Damage Bonus: none.

Weapons: Mace 65%, damage stun 2D10 minutes

9mm Sig Sauer 225 60%, damage 1D10 (normally locked in Campus Safety office weapons locker).

Skills: Cthulhu Mythos 3%, Dodge 22%, First Aid 55%, Listen 55%, Occult 55%, Spot Hidden 80%.

THE GHOST OF WILBUR WHATLEY

So many years after his failed and fatal attempt to steal Miskatonic's copy of the Necronomicon, Wilbur Whatley still wants the book. Students, faculty, or staff working very late in the Library's basement occasionally turn a corner of the stacks and come face-to-chest with the hulking specter of Wilbur Whatley. The phantom is eight feet tall, a huge, goatish looking man in a cheap, ill fitting suit from another era. The looming figure makes no sound, but is aware of human presences and glowers at those who interrupt his ceaseless roaming of the basement stacks for the one tome that eludes him. Running into the ghostly monster costs the unlucky viewer 1/1D4 sanity points.

At other times, typically late evenings in early August before the Fall semester begins in earnest, hellish snarls, wolfish yowls, and disturbing screams are reported coming from another part of the building, near what once was a genealogical reading room (sanity loss 0/1 to overhear). It sounds like a huge dog savaging some extremely unfortunate soul. Campus Safety has investigated numerous times over the years, finding nothing but the faint whiff of a nauseating odor in the vicinity of the howls and screams which quickly dissipates.

604) COUNSELING SERVICES

602 CRANE STREET

Emotionally or psychologically stressed students are encouraged to avail themselves of the campus counseling services, headquartered in a small yet very substantial-looking manor house owned by the University. Counseling Services works closely with the Dean of Students to identify and to assist students having difficulty transitioning to college life, or who are dealing with personal or family issues; they also spearhead campus awareness campaigns habitually focused on alcohol abuse, drug abuse, and dating/sexuality issues. Though it is not publicized, Counseling Services is also open to any stressed-out member of the campus community, including faculty and administrators.

Depending on the nature and severity of the matter at hand, Counseling Services may call in the support of the President's Office, the Dean of Students, individual faculty members, the University Medical Center, and also "outside" agencies such as Arkham Police or the Arkham Mental Health Center.

At the Keeper's option, the Counseling Services office may be able to perform Psychoanalysis on affected player-character investigators at 55% level of skill.

605) PEASLEE ALUMNI BUILDING

588 CRANE STREET

Formerly the home of professors Nathaniel Peaslee and his son Wingate, this well-kept and landscaped Georgian home was left to the University by the younger Peaslee, who died in 1971. Now it is the home of the University's Alumni Relations office.

606) INTERNSHIP AND CAREER SERVICES

581 WEST CHURCH STREET

The days of privileged scions attending Miskatonic College solely for a liberal education and social grooming before inheriting highly-placed positions in family enterprises are long gone. This office assists current students with career-oriented internships aligned with their choice of major, and likewise aids Miskatonic graduates of any vintage with job placement services and career networking. Successful alumni are invited back to campus to give professional tips and talks on "making it" beyond college to current students. These arranged encounters could be great opportunities to meet Miskatonic alumni with interesting, diverse, and even outré careers who are eager to introduce their vocation to others.

607) EDWARDS HALL

270 SOUTHWEST STREET

This frequently renovated hall is home to Miskatonic's School of Arts and Sciences. The building contains classrooms, cramped faculty offices, and an acoustically excellent orchestra performance hall. Of all the buildings on campus, it has retained the most charm despite all the changes.

The west wing of Edwards Hall contains art studios and photography labs, all of which see nearly continuous use.

The east wing of Edwards Hall used to be home to a small stage used for amateur productions. Consisting of only a small wooden stage, an upright piano, and room for four rows of chairs, it was closed down a year and half ago for fire code violations. Rather than spend money to fix it up, the university simply boarded it up once a larger hall that could accommodate more occupants had been built. Despite requests every now and then to reopen the stage as a classroom, the administration has shown reluctance in pursuing the matter. The

code restricts occupancy to five people until repairs are made.

In the darkness of the cramped room, with the big dusty velvet curtains shifting in the breeze that blows through the cracks in the boarded-up window, it's a place full of atmosphere - and considered an excellent place to take an amorous date. A tradition of leaving a red hankie by the board upon entering has arisen, so others won't interrupt. It is clearly a first-come, first-serve place. To the ire of some would-be lovebirds, the place is infrequently used by the Armchair Adventurer's Club as an atmospheric haven for playing their favorite horror role playing game, "Call of the Masks of Madness."

The stage originally had a trapdoor leading to the back area, which had a door to outside. Although this door, too, was boarded up, some clever soul added hinges; the Kappa Alpha fraternity has assumed the duty of making sure it is oiled each semester. Squeezing past the hinged door and crawling through the trapdoor is a bit tricky, but the privacy is well worth it. The piano is horribly out of tune, but on very still nights one might hear the occasional *bon vivant* trying to coax a tune out of it. Some nights, it is said, though there is no hankie on the door, clear sweet music can be heard coming from the theater - likely just a music major having fun, no doubt.

MAUREEN PICKMAN, campus theatre Assistant Director, age 26

| | | | | |
|--------|--------|--------|--------|--------|
| STR 08 | CON 17 | SIZ 11 | INT 16 | POW 17 |
| DEX 12 | APP 13 | EDU 17 | SAN 45 | HP 14 |

Damage Bonus: none.

Weapons: Fencing Foil (sharpened) 45%, damage 1D6+1.

Skills: Accounting 35%, Art (Drama) 25%, Bargain 55%, Dodge 54%, Fast Talk 55%, Listen 55%, Mechanical Repair 45%, Occult 55%, Psychology 45%, Sneak 50%.

Maureen is a Miskatonic Theater Arts alumnus who has stayed on since graduation some years ago (she just loves Miskatonic). Maureen has an overdeveloped flair for the dramatic, often going about her everyday business in period costumes borrowed from the theatre wardrobe department. Pickman throws an annual Halloween bash at her small apartment not far from campus that is a must-attend. She's also thrown cast parties that have on occasion gotten nearly out of hand and earned her several warnings from College Administration about over-fraternizing with underclassmen, even when events are hosted off-campus. Although delighted by her wardrobe choices and her obvious school spirit, the campus Antiquarian League and even the Miskatonic Armchair Adventurers Society consider her a bit edgy and keep a friendly distance (except when a good party is to be had). Undaunted by wrist slaps, Pickman continues her flamboyant ways; she claims such artistic license runs in her family. After the next scheduled show (Gilbert and Sullivan's "The

HISTORY OF THE NECRONOMICON AFTER DR. HENRY ARMITAGE

Dr. Henry Armitage had several experiences dealing with the *Necronomicon*. He watched Wilbur Whatley die in his library trying to steal the tome; later Armitage used the book's formula for the Powder of Ibn Ghazi to send Wilbur's invisible, monstrous brother back to its plane of origin. Upon the death of the Whatley brothers, Miskatonic obtained their copy of the John Dee translation. Armitage made sure the books were kept secret and locked away in the library, and denied access to anyone but those whom he absolutely trusted. Afraid to tell many of his subordinates about the power of these books, none knew what truly lay between the covers.

After his death, both copies of the book remained in a locked cabinet for over two decades. In 1959, during a library-wide collection assessment program, the two

tomes were sent to the Library's in-house Technical Services Department for repair.

As both of these books had hand-sewn bindings, technicians kept delaying the project, and after several years, they shelved it. Both the University's original Latin version and the Whatley's corrupt Dee translation sat on a top shelf in a neglected closet, long forgotten about until 1970, when one of the librarians walked out of the building with the John Dee version, and it was never seen again. It was also never missed.

In 1981, the Latin version was rediscovered during another reorganization, and sent to the rare books room. The slow chemical burning of the velum pages had increased, leaving each leaf very brittle. Due to its condition and the fact it is written in an antiquated form of Latin, no one has bothered to touch the book until 1997, when it was sent back to Technical Services inside an acid free box. There it was shelved by technicians who did not wish to presently undertake the difficult and tedious task of trying to repair the spine: Here the *Necronomicon* sits to this day, just waiting to be discovered once more.

Mikado"), Pickman plans to throw the cast party in the old maintenance tunnels that run beneath the campus.

CHRISTOPHER SAPOZNIK, student composer, age 21

STR 11 CON 11 SIZ 13 INT 17 POW 10
DEX 17 APP 13 EDU 17 SAN 47 HP 12

Damage Bonus: none.

Weapons: none.

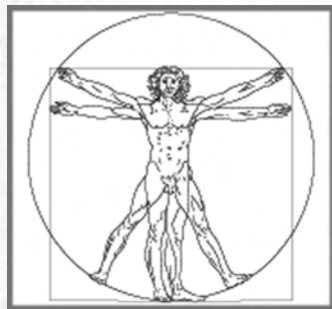
Skills: Accounting 20%, Art (Compose Music) 70%, Art (Keyboards) 75%, Computer Use 40%, Credit Rating 25%, Electronics 35%, Fast Talk 50%, History 25%, Library Use 45%, Listen 65%, Occult 25%, Other Language (Russian) 35%, Persuade 40%, Psychology 55%.

Sapoznik is an aspiring modern electronic music composer in the vein of Nox Arcana, Midnight Syndicate, Alex Otterlei, and other techno-ambient artists. Most people think he's weird. But Sapoznik ignores all jibes and continues to coax a cacophony of exotic, mundane, industrial and manipulated sounds from his equipment. Recently he heard something incredible over his roommate's radio when a university basketball game broadcast was interrupted for nearly three minutes by a strange piping noise. His roommate reportedly heard nothing, but the composer has become obsessed with hearing it again - and reproducing it. If he gets it right, Sapoznik may soon find himself playing a duet with a Servitor of the Outer Gods.

ARTS & SCIENCES

This school has grown over the years and is a catch-basin for a bewildering variety of majors. The ultimate expression of this School is its University Professors program, where the student actually crafts a custom major. Always a fixture of MU, in modern times this program accounts for 5% of the total Arts & Sciences student body; it is not at all uncommon to find people with majors like "Astronomy/Story-Telling" or "English Medieval Ritual and Custom."

The most common fields of study include: Archaeology, Anthropology, English, History (with a variety of specialties: pre-Cambrian, Ancient, Eastern/Asian, Eastern European, Western, Classic, Feminist, and Modern), Geography, Political Science, Sociology, Psychology, Mathematics (Applied, Classical, and Theoretical), Language (including Classical Languages, Modern Languages, Romance Languages, and individual languages), Library Science, English (Literature and Creative Writing), and Women's Studies, as well as custom-tailored majors.



FACULTY

SHARON COOPERSON, English professor/Wiccan Priestess, age 30

STR 09 CON 14 SIZ 14 INT 16 POW 17
DEX 09 APP 14 EDU 20 SAN 85 HP 14

Damage Bonus: none.

Weapons: Sickle 35%, damage 1D6+1

Silver Blade 35%, damage 1D6.

Skills: Anthropology 30%, Art (Sing) 30%, Astronomy 30%, Computer Use 25%, Fast Talk 35%, First Aid 40%, Hide 30%, History 50%, Library Use 75%, Natural History 25%, Occult 75%, Other Language (Old French) 35%, Other Language (Scots Gaelic) 50%, Persuade 65%, Psychology 55%, Sneak 30%, Spot Hidden 50%.



Sharon Cooper

Dr. Cooperson teaches both Creative Writing and Literature courses (including a variety of Mythologies) and a few for the University Professors program (Medieval Metaphysics and Folklore). She is also a practicing Wiccan and the advisor and for the Pagan Academics Network. She took up the practice while a teenager growing up in the Bible Belt and appears to have found a home here in Arkham, considering its past history of witchcraft. She shares a house with Silvermoon owner Karen Fowler (entry 706).

Although shunned by conservatives and looked upon with worried curiosity by others, Dr. Cooperson does not tolerate anti-social manifestations - or faddish, ego-cult copies - of her brand of life-adoring Paganism. If she were to

learn of Keziah Mason's evil coven, Dr. Cooperson would do her utmost to destroy it.

Dr. IVAN RIABOV, professor of Modern Languages, age 33

STR 10 CON 10 SIZ 11 INT 17 POW 13
DEX 16 APP 14 EDU 22 SAN 65 HP 11

Damage Bonus: none.

Weapons: none.

Skills: Anthropology 30%, Art (Balalaika) 25%, Bargain 20%, Computer Use 30%, History 60%, Law 15%, Library Use 80%, Listen 45%, Occult 25%, Other Language (Latin) 45%, Other Language (Romanian) 25%, Other Language (Russian) 75%, Other Language (Serbo-Croatian) 40%, Other Language (Slovak) 20%, Other Language (Slovenian) 20%, Photography 30%, Psychology 55%, Ride 30%, Spot Hidden 40%, Swim 30%.

Dr. Riabov is an expert on Russian and Eastern European language and culture. He is also the liaison for the foreign exchange program with the Novosibirsk Science Institute in Siberia, the University of Budapest, and the University of Prague. Every summer, he takes up to a dozen students on a month-long trip to an Eastern European country, trying to avoid the big cities and typical tourist spots, concentrating instead on the rural areas. This coming year, he is planning a trip to the infamous Transylvanian Alps to research the Dracula legend as well as other local lore.



Dr. DAVID BARTHELEMY, professor of Middle Eastern Studies, age 44

STR 13 CON 14 SIZ 13 INT 16 POW 10
DEX 12 APP 15 EDU 21 SAN 50 HP 11

Damage Bonus: +1D4.

Weapons: Fist/Punch 50%, damage 1D3+1D4

Kick 35%, damage 1D6+1D4

Saber 35%, damage 1D8+1+1D4

.32 Revolver 45%; damage 1D8

.30 Lever-Action Carbine Rifle; damage 2D6.

Skills: Arabic 60%, Archaeology 40%, Calligraphy 50%, Astronomy 20%, Climb 50%, Credit Rating 30%, History 85%, Library Use 65%, Martial Arts 35%, Natural History 20%, Occult 25%, Other Language (Azerbaijani) 20%, Other Language (Kurdish) 20%, Other Language (Turkish) 45%, Persuade 55%, Photography 30%, Psychology 40%, Ride 20%, Sneak 25%, Spot Hidden 35%, Swim 30%.

Barthelemy is the closest thing MU has to an Indiana Jones. He spent nearly ten years roaming the Middle East, particularly Turkey and the Caucasus, before settling down for the academic life. His skill in Tai Kwon Do got him out of several close shaves. He currently teaches both Middle-Eastern and Ancient

History, as well as "Conversational Arabic" in the Language Department. A dashing fellow, Dr. Barthelemy is admired by many of his female students and not a few women on the faculty and staff.

MYNORMAH GORADIA, History professor, age 39

STR 08 CON 14 SIZ 13 INT 16 POW 10
DEX 12 APP 15 EDU 21 SAN 50 HP 11

Damage Bonus: none

Weapons: none

Skills: Anthropology 30%, Art (Tabla) 50%, Bargain 50%, Bargain 25%, Credit Rating 30%, First Aid 40%, Hide 35%, History 85%, Library Use 70%, Listen 40%, Natural History 40%, Occult 35%, Other Language (Hindi) 80%, Persuade 45%, Psychology 40%, Ride 45%, Sneak 30%, Spot Hidden 50%, Swim 30%.

Dr. Goradia, wife of Math professor Lateef Goradia, was raised in London by well-to-do Indian immigrant parents. While studying at Oxford, she met Lateef. They married, moved to America, and now find themselves teaching at MU. She teaches Asian and British History, as well as Advanced English for the non-English-speaking Indian students. Mynormah often demonstrates her skill with the *tabla*, the traditional Indian percussion instrument, for the Music Department and the Indigo Thrush coffee bar.

RUSS DEWERSON, Psychology professor, age 45

STR 12 CON 13 SIZ 12 INT 16 POW 10
DEX 14 APP 12 EDU 20 SAN 50 HP 13

Damage Bonus: none.

Weapons: none.

Skills: Anthropology 25%, Art (Keyboards) 60%, Art (Woodworking) 35%, Biology 30%, Computer Use 30%, First Aid 35%, History 50%, Library Use 75%, Listen 45%, Medicine 25%, Occult 25%, Other Language (German) 35%, Persuade 55%, Pharmacy 25%, Photography 25%, Psychoanalyze 35%, Psychology 80%, Spot Hidden 35%, Swim 35%.

Dr. Dewerson was both a psychology student at the University of Michigan and a rock musician. From slick synthesizers to a cheesy Farfisa organ, he's a keyboard wizard. His wife Anne, an accounting instructor, plays bass guitar alongside Dewerson in whatever 60s cover band his students have concocted this semester.

608) AXTON ATHLETIC CENTER

378 SOUTHWEST STREET

Today's students demand the amenities of a full-service fitness center, and Miskatonic delivers with the sprawling Axton Athletic Center. Four stories of free-weights, fitness machines, aerobics rooms, an indoor running track, handball courts, a basketball court, volleyball

courts, as well as offices for the athletics director, coaches, trainers, and a first aid station. The place also features a large hospitality suite and several classrooms. When foul weather threatens May commencement exercises, graduation is held in the Axton Center, the basketball court hastily converted to the center of ceremonies.

WILL RICHARDS, Athletic Director, age 44

STR 14 CON 15 SIZ 15 INT 14 POW 12
DEX 12 APP 10 EDU 16 SAN 60 HP 15

Damage Bonus +1D4.

Weapons: none.

Skills: Accounting 50%, Bargain 35%, Block 55%, Computer Use 40%, Dodge 30%, Fast Talk 25%, First Aid 40%, Persuade 55%, Psychology 45%.

Will lives in nearby Wakefield, Massachusetts. He is soft-spoken and easygoing, and is often the last to weigh in on a discussion or debate. A man of few words, Will is a very capable administrator who looks after both the facility demands of the Axton Center as well as overseeing the University's staff of coaches and trainers, and ultimately the entire Athletics program. Neither distracted nor a details freak, Richards is a study of mental moderation, calmly weathering all manner of incoming stresses. His seeming blandness to most situations has been carefully cultivated over the years as a mechanism to relieve tension. Despite his seemingly blasé manner, Richards is a very capable administrator and good man to have at your back. He works well with the student athletes, who look up to him.

609) ATWOOD SCIENCE CENTER

MISKATONIC CAMPUS

The primary place for science learning on campus, this seemingly endless series of classrooms, hallways, and tiny faculty offices has the mix of uncommon sciences and numbingly dull rote learning that makes education at MU such a unique experience. Each classroom is wireless and features state of the art media capabilities.

THEODORE MANNERHEIM, Biology professor, age 45

STR 13 CON 16 SIZ 13 INT 16 POW 15
DEX 14 APP 12 EDU 21 SAN 75 HP 14

Damage Bonus: +1D4.

Weapons: Bow/Arrow 30%, damage 1D6+1D4.

Skills: Anthropology 20%, Art (Drawing) 35%, Bargain 25%, Biology 80%, Chemistry 20%, Computer Use 30%, Conceal 35%, Credit Rating 25%, First Aid 40%, Geology 20%, History 35%, Library Use 60%, Listen 40%, Natural History 60%, Other Language (Latin) 40%, Persuade

50%, Photography 35%, Psychology 25%, Spot Hidden 45%, Swim 35%, Track 35%, Woodcraft 60%.

Arkham native and nephew of local antiques dealer Maxwell Mannerheim, Dr. Mannerheim went against family tradition, bypassing Miskatonic University and instead attending the University of Maine and, later, Montana State. He returned to Miskatonic over a decade ago and has become one of the University's most popular professors, even among non-Science majors.

He prefers teaching to lab research (a rare thing in a scientist), and teaching Life Science means going out into nature. His classes require at least two weekend camping trips, recording and studying nature in the wild. Dr. Mannerheim teaches a summer course, BIO 395 "The Appalachian Trail", which features a hike from Williamstown, Massachusetts to either Bear Mountain Park in New York; this hike of over 150 miles takes a minimum of three weeks and \$400 in personal supplies from each trekker. Nonetheless, the course fills up immediately.

Not surprisingly, Dr. Mannerheim is in excellent shape, with the physique and constitution of a man ten or more years his junior. He lives with his wife and adolescent sons in a modest Cape style home on Boundary Street.

Besides acting as co-advisor to the Outdoor Society, he is an assistant Scoutmaster for his sons' Boy Scout Troop 657 at St Peter's Lutheran Church on West Washington Street. His family goes on every trip.



FRANK MERRELL, geophysicist, age 38

STR 14 CON 15 SIZ 13 INT 14 POW 12
DEX 13 APP 12 EDU 18 SAN 60 HP 14

Damage Bonus: +1D4.

Weapons: AK-47 assault rifle 35%, damage 2D6+1

War of the Administration – A History

After the many strange happenings of the 1920s and 1930s, and the disastrous expeditions to Antarctica, Australia, and British Honduras throughout the twentieth century, there were those in the administration who felt the university was acquiring an unsavory reputation. More and more fringe theorists were seeking faculty positions at MU, and the shift of industry away from Arkham did not help the business and law programs. Many of those professors remained in Arkham, serving on the MU boards and wondering where their careers had gone. Matters came to a head in the post-war 1950s, when those younger conservatives found themselves now Academic Heads and Chair members, presiding over a teaching body of extremely liberal and often radical faculty. Something had to be done.

Following a series of controversial committee and public meetings, the administration set up a new core direction for MU. The new focus was to be engineering and science, with technology seen as the one force that made America strong. By correlation, this would make the uni-

versity strong. By the mid-1960s, a formal statement of intent was drafted, setting up the new aim for Miskatonic.

With typical populist behavior, the bulk of the teaching faculty basically ignored this new direction. Grounded strongly in the liberal arts tradition of MU, and possessing not a small amount of grant money and private backing to support their work, they chugged along in the same direction as before. They taught, and taught well, and encouraged free thought and alternative programs to a mixed student body.

This schism continued through the 70s, 80s, and 90s, eventually becoming one of the selling points of MU - its versatility. As a small liberal arts college with excellence in the arts and the sciences, it maintained the broad-based appeal that kept the students - and their tuition money - rolling in. In the present day, opinion is still divided as to the best direction for the University to take. Yet despite the arguments, the wrangling, and the academic infighting, most University professors agree that the current, divided approach seems to be working extraordinarily well.

K-Bar fighting knife 35%, damage 1D4+2+1D4.

Skills: Accounting 25%, Bargain 25%, Chemistry 30%, Climb 50%, Computer Use 35%, Credit Rating 35%, Drive Automobile 40%, Geology 80%, Library Use 50%, Mechanical Repair 35%, Navigate 35%, Other Language (Arabic) 50%, Physics 60%, Psychology 25%, Spot Hidden 35%.

After making a lot of money working for big oil interests in Saudi Arabia, Merrell returned to his native United States - with a Saudi wife by his side - after the car they were riding in was nearly blown up by a roadside mine. At the behest of the University, Merrell has (with some trepidation) gone back to the Arab world to assist with MU archaeological expeditions.

ASTRONOMY DOME

MISKATONIC CAMPUS

Set atop the Atwood Science Center building, MU's astronomy dome is not as effective as some others of its size and power, simply for the fact that it is surrounded at night by brightly lit suburban sprawl. The dome houses a University-built 18" reflector telescope, primarily set up for spectroscopy rather than direct viewing. There are also several 4" and 8" scopes for student use. These are very useful for teaching basic telescope work to ungrateful undergraduates.

Although not suited for serious work (due to the glow of the town's lights at night), work at the dome

does provide striking views of the nearer and brighter stars and planets. When not scheduled for sanctioned use, the Dome is a noted night-spot for amorous students seeking a little privacy.

OTTO COCKRELL, astrophysicist, age 63

STR 08 CON 13 SIZ 11 INT 17 POW 11
DEX 11 APP 11 EDU 23 SAN 51 HP 12

Damage Bonus: none.

Weapons: none.

Skills: Astronomy 80%, Chemistry 25%, Computer Use 25%, Credit Rating 30%, Cthulhu Mythos 10%, Electrical Repair 40%, History 50%, Library Use 75%, Mechanical Repair 40%, Navigation 40%, Occult 25%, Other Language (Russian) 35%, Persuade 55%, Pilot Sailboat 35%, Physics 80%, Psychology 45%, Spot Hidden 60%.

Cockrell has great admiration for - and has studied all the papers of - MU's founding Astronomy professor, Dr. Morris Billings. Cockrell's entire academic career has been at Miskatonic, excepting a four-year absence conducting asteroid soil composition studies for NASA. He is semi-retired, spending increasing amounts of time lavishing attention on his mistress, a 20' sailboat ("Harvest Moon") docked in nearby Kingsport.

Resident "Mad Scientist"

Several years ago, Professor David Kowitz claims to have invented a time machine. He claims that the short-

er tests - sending it backwards in time ten minutes or so - were largely successful by inevitability; that is, he saw the machine "appear" on his desk while still setting up his lab model to send it back in time. The results were therefore known before he completed the test.

Despite having only the one machine, Kowitz was eager to try sending it forward a few minutes in time. The machine again vanished, but alas, this time did not reappear. Amid open calls questioning his tenure and misappropriation of College resources, Kowitz's funding was cut shortly thereafter. Though he has retained his professorship, the man is seen as a joke by administration and faculty, and has been reduced to teaching first year "at risk" undergraduates with low entrance scores basic (remedial) mathematics. Bitter at his humiliation, Kowitz dreams of finding enough funding to return to his former, "true" research. He has written many independent grant proposals, yet without administrative backing they have all failed. Kowitz is outwardly cowed but inwardly undaunted; his ears burn with the ring of "Kooky Kowitz" sniggered by students almost - but not quite - out of earshot.

One of his graduate students, Indonesian-born Thanarek Thongchaisawang ("Tan" to most every-

one), is genuinely sympathetic, and has held many animated conversations with the "mad scientist." Tan claims that Kowitz's equations for forward travel are unbalanced and that the machine is simply moving forward in time a little faster than the rest of the universe and, unless turned off, will never stop. Turning it off remains an academic question until - or if - Kowitz can scrape up enough private funding to create a second machine. This second machine, hints the doctor, will be far larger than the first, enough to accommodate a human traveller. Such are the man's dreams.

PROFESSOR DAVID KOWITZ, resident mad scientist, age 47

STR 12 CON 10 SIZ 17 INT 13 POW 07
DEX 09 APP 9 EDU 16 SAN 5 HP 14

Damage Bonus: +1D4.

Weapons: Baseball Bat 50%, damage 1D6+1D4.

Skills: Astronomy 40%, Computer Use 50%, Cthulhu Mythos 18%, Dodge 18%, History 75%, Mathematics 95%, Mutter "They'll See!" Under His Breath 60%, Persuade 55%, Physics 70%.

Professor Kowitz has the appearance of a man possessed. He sleeps and eats only as much as is absolutely

Computers on Campus

Everyone is familiar with the state-of-the-art computer labs and slick, powerful, individual desktop machines scattered throughout the academic halls and the Orne Library. There's also "BadgerNet," the school's intranet service, maintained and monitored by the Office of Information Technology. All campus computer users sign an agreement with the University that they will use BadgerNet and all campus computing equipment for legal purposes only, and will conduct themselves "as suitable representatives of the University" when online using campus computer resources.

BadgerNet is backed up every evening at 3 am both locally and at a remote digital storage site, so in the event of a "catastrophic blackout," the network loses a day's worth of data, maximum. Thankfully, this has never been put to the test with a real emergency. Many of the newer, tech-savvy faculty members use a part of their network space to post class syllabi, link to library article databases, and create a local forum space for students to discuss class content. Older faculty barely recognize the presence of computers on campus, though this is changing with each retirement and each consequent new faculty hire. The entire campus is a wireless networking environment.

The University's lightning fast, robust, and abundant computer resources have been discovered by a number of townsfolk, who now "camp out" in the Library and use the computers there as semi-permanent guests of the school. Students and other campus community members get first priority on the machines, and occasionally a librarian or other school authority has had to shoo away a local so that a student may access the Internet or finish a term paper.

A large room tucked away in the basement of one of the academic buildings is known by IT staff and some students as "the elephant's graveyard;" this is where all the old computer equipment that is not recycled or sold off comes to their place of final rest. It is more a mausoleum of dust, dark monitors, yellowed plastic, and jumbled wires. Ancient machines from as far back as the 1970s lie in great heaps or sit on their original wheeled carts and stands, mute testimonials to obsolescence.

Members of the Miskatonic University Computer Klub (entry 631) sometimes make forays into the elephant's graveyard to abscond with a piece of forgotten technology and, Frankenstein-like, see if they can bring it back to life. Once in a while interesting data in flickering letters will float to the screen like the revelations of a magic eight ball or start chattering out on a reanimated dot-matrix printer. Grade transcripts of a long-ago graduate may spit out, or the resume of a long-forgotten adjunct professor, or sometimes something esoteric and inexplicable. Once an old computer screen briefly flashed that it desperately needed to return to a "brain canister" before the old terminal winked out). Delighted by such weird and wonderful old junk, the M.U.C.K. members habitually return to this dusty, forgotten shrine to explore the secrets of their IT ancestors.

necessary to maintain his health; he has far more important things to do. Increasingly neglectful of his personal hygiene, Kowitz often arrives for his teaching assignments in mismatched, ill-fitting, and unlaunched clothing.

THANAREK THONGCHAIWANG, graduate student in Mathematics, age 23

STR 10 CON 09 SIZ 12 INT 17 POW 10
DEX 10 APP 15 POW 10 SAN 49 HP 11

Damage Bonus: none.

Weapons: none.

Skills: Computer Use 80%, Cthulhu Mythos 1%, Dodge 20%, Drive Motorcycle 75%, Library Use 75%, Martial Arts 35%, Mathematics 75%, Other Language (Indonesian) 90%, Physics 30%.

Short and wiry, Tan is pale for a native Indonesian, the result of spending most of his hours indoors. Despite his pallor, Tan is good-looking, and has recently met a girl while on a weekend jaunt to Boston's Chinatown. How the relationship affects his studies and the amount of time he devotes to Professor Kowitz remains to be seen.

HOLIDAYS AND BREAKS AT MISKATONIC UNIVERSITY

The night before holidays and campus closure is filled with residence hall parties. Dawn arrives to find a few unfortunate souls compelled to attend a final round of classes on the morning of the half-day. Around them, almost like tumbleweed, blow the debris and cast-off paper of the legions of vacated students. Finally, blessedly, by noon, all is quiet. The students are gone.

Holidays virtually evacuate the MU campus. Nearly all the undergraduates leave the campus and do not return until post-holiday. Most graduate students use the time for catching much needed sleep, either in their cheap apartments or by taking the night train home. A hefty number of professors decide to bide away from the school, and the administration virtually vaporizes. Buildings are locked up and staff members go home for the duration.

Amid this holiday evacuation, though, the more diehard or alienated find peace and quiet in their work. With no disruptions from classes, students, or peers, they are free to continue their research into whichever matters have caught their passion. Thus it is no surprise that holidays are the time when the most quietly dire happenings occur at MU: if a project Man Was Not Meant to Know occurs, it's probably over a three-day weekend. The worst excesses of medical experimentation usually occur over the long Christmas break. Though access is more difficult to achieve through normal means, as doors are locked and staff are away, breaking in becomes almost trivial.

Around Easter, MU is visited by "Brother Jim," a bearded, sandal-shod, jeans-wearing, "holy-roller" style preacher who earnestly tries to convert college students. He is far more successful at drawing crowds, who are alternately either laughing at him or arguing with him. Referring to Greek students as whores and fornicators, railing against the Satanic influence on rock music, and telling the story of "receiving the Grace" during a heavy metal concert, Brother Jim delivers some very interesting sidewalk sermons. Sometimes his most vocal opponents are themselves Christians, but the pagans and punks just laugh. Last year Brother Jim was ejected from campus and issued a "persona non gratis" notice from Campus Safety; whether he disregards this piece of paper to save more souls at Miskatonic this year remains to be seen.

Groom, originally from Indiana, lives off donations and assistance from more fundamentalist Christians in the towns he travels to by bus. Away from the spectacle, he is a calm and collected young man.

JAMES "BROTHER JIM" GROOM, street preacher, age 35

STR 11 CON 12 SIZ 12 INT 16 POW 16
DEX 15 APP 13 EDU 15 SAN 70 HP 12

Damage Bonus: none

Weapons: Kick 35%, damage 1D6

Skills: Art (Guitar) 35%, Art (Sing Hymn) 50%, Bargain 35%, Biblical Knowledge 95%, Dodge 40%, Fast Talk 45%, Hide 35%, History 40%, Incite Crowd 85%, Library Use 40%, Listen 35%, Navigate 35%, Occult 45%, Other Language (Spanish) 15%, Persuade 55%, Psychology 35%, Sneak 30%, Spot Hidden 45%, Swim 35%, Throw 35%.



"Brother Jim"

THE TUNNELS

The tunnels beneath Miskatonic University and most of Arkham south of the river have existed since Native American times, and probably much, much longer. Geology professors who have studied parts of the tunnels theorize that they were formed by glacial activity during the last great ice age, and have been modified and added to by generations of humans over the years: Misquat Native Americans practicing dark pagan magics; suspected witches hiding from Puritan justice; American revolutionaries hiding arms and stores from the British; crooks running hooch through the tunnels during Prohibition. Regardless of their origins and varied history, the tunnels are both a boon and a mystery to the denizens of campus.

On snowy or very rainy days, campus denizens use portions of the tunnels to get to classes or offices without worrying about the precipitation. Physical plant uses the tunnels for storage and to move equipment while avoiding crowds between classes. Seeming miles of computer cables and power lines have been affixed to the sides of some of the main tunnels. And some students with an abundance of free time enjoy exploring (or "ratting") the tunnels for fun. They have no true beginning nor ending, and no one claims to have a complete or even fairly comprehensive knowledge of their twistings and turnings.

Most campus folk aware of the tunnels stick to "their" section of the underground labyrinth and use it for their own purpose, too busy or too intimidated to venture beyond known boundaries. Some of the tunnels have been in near-continuous use by campus folks since at least the 1920s. These include:

- **GARBAGE ALLEY:** a string of old basements and half-finished cellars dating back to colonial times, running the length between St. Mary's Teaching Hospital and the incinerators in one of the Physical Plant buildings. Junk from the medical school is left here until it can be hauled away by Physical Plant (some stuff stays here for years). Medical waste is hauled discretely to the incinerators via this route.
- **THE LOUNGE:** excavated as a class project by Engineering students "way back in 1912," (so says the brass plaque on one of the walls, bearing that date) the Lounge is probably the best known area of the campus tunnels. It is a fairly spacious cavern that has received regular upkeep by the Engineering students, who consider it their second home. The place has a comfortable sprawl rug, several sofas and plush chairs, electricity, a television, stereo system, and more: a telephone was patched in by the ingenious students in the late 1980s; recently students have installed a computer connected to BadgerNet and even a kitchen sink thanks to some siphoning off of the campus water pipes. The Engineering students rightly consider this place their "home" and students not affiliated with the Engineering school must be the invited guest of an Engineering student. Faculty and staff pass through the Lounge with some regularity and are not impeded. This part of the tunnels has never flooded, nor ever partially collapsed. The Engineering students take great pride in this fact and regularly stress-test the cavern every year to make sure it has not changed. A log book in one corner of the Lounge lists every Engineering student who has spent time in the Lounge since its opening, way back when. Several silver-haired alumni in the know have braved the tunnels to find the Lounge, and delighted in looking up their old signature in the logbook.
- **LOVER'S LANE:** one of the most jealously guarded student secrets since at least the 1920s, this tunnel runs from the basement of West Dormitory to Dorothy Upman Hall. It's rumored that more romances have been consummated here than in any other location on campus. Typically only juniors and seniors know of this place - a rite of passage (well, one rite of passage connected with Lover's Lane) is to be made aware of its existence as a junior or senior. Of course, a number of sophomores (typically females) have been brought here and know of its existence, but freshmen are strictly forbidden by an unstated code from visiting or knowing of this place. If faculty who were once students at Miskatonic know of the place, they don't let on. What happens in Lover's Lane, stays in Lover's Lane.
- **THE OLD COLLEGE TRAIL:** another well-known tunnel destination. This stretch of underground passage is well-lit and smooth-floored, running from the Axton Field House to St. Mary's Teaching Hospital. Injured athletes are sometimes transported to the hospital using this tunnel.
- **STUDY HALL:** this stretch of passage connects Herber Hall with the basement of the Armitage Library. Students in the know may enter and exit the Library after hours via this tunnel. Although the entrances to this tunnel on both ends has been discovered and walled up numerous times as both Herber Hall and the Library have experienced repairs and modifications, someone always eventually and quietly re-opens the tunnel.
- **THE TANGLES:** one of the most commonly traversed and yet frustratingly confusing network of tunnels beneath the eastern end of the quad. These tunnels double back and twist over and under one another with great frequency, making

the place ideal for prankish fun and games. The fact that sound travels irregularly through this patch of passages only adds to the confusion and merriment: someone whispering "right around the corner" might be yards and yards away, while other times noise that would wake the dead is somehow muffled by the tunnels so as to be barely audible. No one has seriously studied this odd phenomena: it just is what it is.

WEIRD EVENTS IN THE TUNNELS

As might be surmised given the age, condition, and mysterious history of the tunnels, they can be a place where "weird stuff happens." Should intrepid investigators stray from the most well-traveled tunnels, any number of things can happen. Keepers can use the below "hooks" to form the basis of weird encounters or even build upon them to form complete scenarios:

- A random investigator's cell phone keeps going off, despite the fact that cell signals are not normally received in the tunnels.
- Investigators can hear a small crowd of people just behind or just up ahead in the tunnels. Yet no one is found to be there.
- Flickering lights (a lantern? A flashlight?) are seen bobbing far ahead in the tunnel darkness.
- A random chamber has strange, occult-like symbols scrawled on its walls; an Ouija board, planchette, and several burned-out candles lie discarded on the tunnel floor.
- A strange, doglike baying is heard echoing down through the tunnels. How near or far away it is cannot be discerned.
- Investigators pass a stranger or strangers in the tunnels; these other folks are dressed oddly, as if from the "flapper and prohibition era." They disappear around a twist in the tunnels and cannot be found again.
- The smell of a recently extinguished fire lingers in one random corner of the tunnels. Investigation shows that someone has tried to burn some books and papers. Examining one of the charred fragments reveals only the words "Sandy Petersen: majority of 1983 text & Lynn Willis: most of current text." To what book or report these words can be attributed to remains a mystery.
- Just at a bend in the tunnels, Investigators catch a glimpse of a horribly deformed homeless man who quickly ducks out of sight (note to Keeper: this could genuinely be a malformed tramp looking for some privacy, or perhaps a wandering ghoul, up from far deeper, darker caverns).
- Investigators experience a strong sensation of nausea and vertigo. Soon they come upon a band of men in colonial garb, grim and bearing farm implements as weapons. They angrily ask where "that witch Keziah be hiding" then proceed to tramp up the tunnel, continuing their hunt. Investigators will again be momentarily incapacitated by nausea and vertigo, and then be unable to find the Puritan-garbed mob.
- Investigators stumble into a tunnel chamber with a small table and chairs, set up as if for a child's tea party. Disturbingly, all the dolls seated around the table lack heads.
- A large, cylindrical shape looms in the gloom of the tunnel, just up ahead. It turns out to be a 1969 Volkswagen bus, painted in psychedelic colors and patterns, with a curtain of beads partitioning off the large rear compartment. There is no way it could have been driven down here, and the tunnel sections before and after are too narrow to have admitted it to this place. How did it get here?
- An ominous thumping is heard overhead that shakes one's ribcage and dislodges small bits of masonry from the tunnel ceiling. Is there another tunnel just overhead? What could be moving along it to cause such disruption?
- Investigators can't shake the uncanny sense that they are being observed. A successful **Listen** roll detects the faint titter of impish laughter and the scrabble of tiny feet. Anyone hunting down the noises is rewarded by setting off a small trap, which does 1D4-1 points of damage. More faceless tittering and scrabbling feet are heard, disappearing down a dark, narrow, crooked tunnel.
- In a section of tunnel with shin-deep water, a live alligator is found, lounging in water heated by a partially submerged steam pipe. Roll **Spot Hidden** for the party to ascertain what this thing really is before walking right into it. How did this thing get down here? Has it been here long? How hungry is it?

ALLIGATOR

STR 24 CON 18 SIZ 24 POW 10
DEX 23 HP 20

Damage Bonus: +2D6

Weapon: Bite 50%, damage 1D10 + db

Armor: 5-point hide.

Skills: Find Food and Warmth in Tunnels 75%, Glide Stealthily Through Tunnel Pools 75%, Hide in Tunnel Darkness 60%, Sneak Through Tunnels 50%.

610) CHARLES TYNER SCIENCE ANNEX

MISKATONIC CAMPUS

This building houses many labs and office space for the science faculty, but few regular classrooms. With more of a research atmosphere than the Atwood Center, this is favored by the more *advanced* (some would say, *Pretentious*) academics among the science students.

The School of Science offers degrees in Astronomy/Astrophysics, Biology (and Biochemistry, a popular choice for pre-med), Chemistry, Ecology, Geology, Mathematics and Computer Science, and Physics.

NYSSA BLACKWOOD, Biology professor/artist, age 36

STR 11 CON 13 SIZ 11 INT 16 POW 15
DEX 15 APP 12 EDU 21 SAN 75 HP 12

Damage Bonus: none.

Weapons: none.

Skills: Art (Metal Smith) 55%, Art (Sculpture) 45%, Biology 75%, Chemistry 30%, Climb 50%, Computer Use 30%, Conceal 35%, Credit Rating 25%, Drive Automobile 25%, First Aid 40%, Hide 30%, Jump 35%, Library Use 65%, Listen 35%, Natural History 50%, Other Language (Latin) 45%, Persuade 55%, Photography 40%, Psychology 35%, Sneak 30%, Spot Hidden 30%, Swim 35%, Track 30%.

Dr. Blackwood is both an accomplished biologist and artist. Her art often reflects the wonders of the natural world. A lesbian, Blackwood is also faculty advisor to the Gay/Lesbian/Trans-gendered Alliance student group, and creates artwork to promote their aims as well. Although well received in the classroom Dr. Blackwood always looks forward to wilderness expeditions to gather samples and specimens. Currently she is conducting research on the effects of global warming on northeast deciduous flora.

Dr. Blackwood lives with her partner Caroline Brody in a river-facing loft at 195 River Street, (entry 404) also the site of her art studio.

DENNIS FREISLINGER, biologist and cryptozoologist, age 39

STR 12 CON 17 SIZ 12 INT 18 POW 15
DEX 11 APP 14 EDU 22 SAN 73 HP 15

Damage Bonus: +1D4.

Weapons: Fist/Punch: 55%, damage 1D3+1D4

Tranquilizer gun 45%, damage 1D2+1, stun 4D10 minutes

Pepper gas 55%, damage stun 2D10 minutes

Ice axe 35%, damage 1D6+1D4.

Skills: Anthropology 45%, Art (Drawing) 40%, Biology 90%, Chemistry 30%, Climb 55%, Credit Rating 35%,

Fast Talk 40%, History 45%, Library Use 65%, Listen 45%, Natural History 50%, Navigate 30%, Other Language (Nepalese) 35%, Other Language (Russian) 25%, Other Language (Spanish) 25%, Persuade 55%, Photography 55%, Pilot Small Boat 35%, Sneak 50%, Spot Hidden 55%, Track 50%.

Raised in Paradise, Washington, by a US Park Ranger father and nature-loving mother, Dr. Freislinger began his lifelong quest for discovering unknown animal species at the age of twelve, when he had a brief and terrifying face-to-face encounter with Bigfoot (the Western Voormis). The event seared itself on Dennis' consciousness, and since then he has become the world's leading expert on unknown anthropoids, as well as an entertaining scientist on the television talk show circuit. No matter how outlandish his research, he demands complete scientific accuracy and proof. His most recent discovery was that of a giant bird spider in the highlands of Venezuela (*arenaes Atomica*), which he brought back to terrorize unsuspecting television hosts. Miskatonic University administration takes an ambivalent view towards Dr. Freislinger: on the one hand his highly popularized researches into the unknown make science seem exciting to the public; on the other hand, "a scientist from Miskatonic chasing Bigfoot" is often not the sort of respectable research the University wishes to be associated with. Freislinger walks the line between academic credibility and career-ruining exploits. If he's not careful, Freislinger will join the ranks of Dr. David "time travel" Kowitz (entry 609).

Further complicating matters, Dr. Freislinger's wife is psychic investigator Gretchen Fenton (entry 805). Freislinger met Fenton on a popular late-night talk show, and it was love at first sight. Though Gretchen does her best to keep her occupation low-key when accompanying her husband to campus functions, the two are painfully aware of the oddball reputation they have at Miskatonic. Freislinger and his wife are considering a move to Seattle, where Dennis may find work and acceptance with a more liberal academic crowd, and be closer to the Pacific Northwest where he grew up - and where the object of his lifelong quest lurks among the dark pine forests.

GEOFFREY HOWARD, Biochemistry professor, age 46

STR 10 CON 15 SIZ 17 INT 15 POW 10
DEX 12 APP 11 EDU 22 SAN 55 HP 16

Damage Bonus: +1D4.

Weapons: 12 gauge break shotgun 40%, damage 4D6/2D6/1D6

Butcher knife 50%, damage 1D6+1D4.

Skills: Art (Cookery) 60%, Bargain 45%, Biology 40%, Chemistry 85%, Computer Use 30%, Drive Automobile 25%, First Aid 35%, History 40%, Library Use 65%, Medicine 20%, Other Language (French) 35%, Other

Language (German) 40%, Other Language (Latin) 20%, Persuade 55%, Pharmacy 25%, Psychology 50%, Spot Hidden 40%.

A large, slightly haughty man, Dr. Howard is also a very entertaining professor and is considered one of Arkham's best authorities on food and cooking. One of his courses, CHEM 385 "The Science of Cooking," allows him to dispense both scientific fact and gourmet philosophy. It's the one course where students get to eat the lab experiments.

GREGORI MOSKAROVSKI, Chemistry professor, age 34

STR 14 CON 11 SIZ 13 INT 15 POW 09
DEX 14 APP 11 EDU 17 SAN 45 HP 12

Damage Bonus: +1D4.

Weapons: .22 bolt action rifle 55%, damage 1D6+2

Fighting knife 40%, damage 1D6+1D4.

Skills: Art (Sing) 45%, Chemistry 80%, Computer Use 30%, Dodge 33%, History 30%, Library Use 55%, Other Language (English) 75%, Other Language (German) 30%, Own Language (Russian) 85%, Persuade 45%, Pharmacy 30%, Pilot Aircraft 25%, Pilot Parachute 50%, Psychology 35%, Spot Hidden 35%.

Moskarovski, whose first language is Russian, is a visiting Chemistry professor from the Novosibirsk Institute of Science in Siberia, currently teaching lower level courses and lab sessions. Finding America to his liking, he has recently applied for Resident Alien status so he can bring his wife and daughter over. Moskarovski is friendly with Professor Ivan Riabov, fellow Russian and instructor of Modern Languages at Miskatonic. They enjoy Sunday afternoon chess matches, discussing the state of their homeland while contemplating board moves.

Moskarovski is also a former Soviet paratrooper; he makes a few extra dollars as a skydiving instructor at the airport, where he also takes flying lessons himself. After a six-session course, students get 1D20+10 Pilot Parachute skill, plus 1D3 per (successful) jump thereafter.

611) HERBER HALL

MISKATONIC CAMPUS

Built in 1861, this massive brickwork, four-story building is the oldest dormitory on campus. Rooms are cramped; inadequate plumbing ensures that the building is hot in the summer and cold in the winter, and the roof leaks notoriously. Cracked plaster spiderwebs across walls and floors sag. Physical Plant workmen spend a lot of time in here, doing what they can to make the old place (barely) livable. Although outfitted for wireless computing, many rooms suffer intermittent access. Freshman are typically assigned this dormitory

and migrate to other housing at the earliest opportunity.

612) COPLEY MEMORIAL BELL TOWER

MISKATONIC CAMPUS

Rundown and in need of very expensive repairs, this historical landmark is only used by one person, a repairman designated by the Physical Plant department. After the original bells were replaced by a cunning mechanical setup in the 1950s, access to the tower was forbidden for reasons of safety. The bells ring hourly, plus a single chime on the half hour and the "full rounds" at noon. From the vantage of the tower, one gets an excellent view of campus and much of the surrounding town.

613) STATUE OF DEAN HALSEY

MISKATONIC CAMPUS

The granite-etched likeness of long-gone Dean Halsey stands watch over the campus quad, staring benignly down on passers-by from his marble pedestal. The statue commemorates the Dean's heroic service to Arkham during the typhoid epidemic of 1905. A sprawling bed of fresh flowers surrounds the pedestal, carefully planted and tended by the Physical Plant Department. Granite benches encircle the flowers, making for a very pleasant picnicking spot or place to read a book in the warmer months.

614) LOCKSLEY HALL

MISKATONIC CAMPUS

Still the original building, with auditorium; constructed in 1779, the oldest building on campus. Locksley Hall houses smaller departments and staff offices. The building is still not air-conditioned, so staff members suffer in summertime. Many have installed single-window units in their offices, detracting from the building's olden good looks. Administration mildly disapproves of the window units, but so far has not issued an edict to remove them.

615) DOROTHY UPMAN HALL

MISKATONIC CAMPUS

Female-only undergraduate housing since its inception, an anachronism that survives to this day. Male undergraduates consider it a badge of honor to gain entry to this Hall and stay as an overnight guest. Those who fail often claim the building exclusively houses lesbians.

616) PABODIE BUILDING

MISKATONIC CAMPUS

Home to the School of Engineering. The program grants degrees in Engineering, Metallurgy, Chemical Engineering, Civil Engineering, Electrical Engineering, Environmental Engineering, Geophysical Engineering, Mechanical Engineering, and Theoretical Engineering.

SCHOOL OF ENGINEERING

Engineering has remained strong at Miskatonic throughout the years, its early trials and adversities (such as several disastrous polar expeditions in the early twentieth century) tempering the School to last through the decades.

Almost an outsider to the squabbles between Administration and Liberal Arts, the Engineering School continues to focus on teaching inventive yet practical problem-solving skills to its students. With a wealth of patents supporting it, MU Engineering has a good reputation in the industry. Many mining and survey companies regularly recruit MU Engineering graduates.

Some observers speculate that Engineering's success is due to the free hand the university has granted them, while others point out the advantage of MU's history of expeditions (both those that have failed - painful learning experiences - as well as more recent successes) as a good driving force for technological development. The current faculty is excellent; the majority teach only part-time, in order to keep up with their private sector work.

Given that the Administration appreciates not having to worry about funding them; that the patent section of the Law School enjoys the practice casework this school supplies; and that the Liberal Arts school loves having them as a resource to tap, this school can be accurately called the lynch-pin of M.U. today.

MATTHEW FISCHER, professor of Mechanical and Aerospace Engineering, age 39

STR 12 CON 14 SIZ 13 INT 16 POW 10
DEX 14 APP 12 EDU 19 SAN 50 HP 14

Damage Bonus: +1D4.

Weapons: Hunting boomerang 45%, damage 1D8.

Skills: Art (Drafting) 55%, Aeronautics 40%, Computer Use 40%, Credit Rating 30%, Drive Automobile 25%, Electrical Repair 25%, Electronics 25%, First Aid 30%, History 35%, Library Use 65%, Listen 35%, Mechanical Engineering 75%, Mechanical Repair 40%, Other Language (German) 25%, Persuade 50%, Physics 50%, Psychology 45%, Spot Hidden 45%, Swim 30%, Throw 35%.

Fischer was once a test engineer for a large international defense corporation with offices in nearby Nashua, New Hampshire. Increasingly dissatisfied with the weapons development outcomes of his research, Fischer ditched the corporate world and settled into teaching, landing his present position at Miskatonic. A fun-loving fellow and all-around decent guy, Fischer's favorite subject is the Australian boomerang, which he holds up (literally and figuratively) as a wonderful, practical, simple and brilliant example of aeronautical design. During Engineering classes, inattentive students are rudely awakened by the swish of Mr. Fischer's boomerang looping dangerously overhead. Upperclassmen do not tell freshmen what can be expected.

BRIAN BEVEN, Archaeological Engineer, age 38

STR 13 CON 16 SIZ 12 INT 16 POW 12
DEX 07 APP 14 EDU 19 SAN 67 HP 14

Damage Bonus: +1D4.

Weapons: 9mm automatic 30%, damage 1D10

Wheelchair ramming 40%, damage 1D4+1D4.

Skills: Archaeology 40%, Art (Drafting) 50%, Astronomy 35%, Computer Use 40%, Geology 40%, Hieroglyphics (Egyptian) 40%, Hieroglyphics (Mayan) 30%, History 45%, Library Use 65%, Mechanical Engineering 75%, Mechanical Repair 40%, Occult 20%, Other Language (Spanish) 25%, Persuade 40%, Physics 55%, Spot Hidden 35%.

Dr. Beven, trained as a mechanical engineer in the United States Army, afterward focused his life's work on the study of ancient architecture - in particular, the pyramids of Egypt and Mexico. Although wheelchair-bound from a heavy machinery accident while in the service, Beven has a "never surrender" attitude towards life. When not studying the secrets of ancient builders, he races in various paralympic games and marathons across the country.

Dr. Beven teaches both Engineering and Archaeology classes; he lives on the ground floor of a renovated old house on South Sentinel Street with his stockbroker wife and their two sons.

617) PRESIDENT'S HOUSE

311 S. GARRISON STREET

As the Orne Library building has expanded, the old President's House, an aging neo-classical affair with substandard plumbing and electrical was torn down and a new President's House constructed on the present site, where the old University Spa once stood. The current incarnation of the President's residence is a large, red-brick neo-Georgian manor-house complete with paved walkway, neatly trimmed hedges, and white Doric columns at the entrance. A two-car garage some-

times houses the President's luxury sedan. As President Harrington already owns a home in nearby Peabody, this residence is more often used as a posh overnighter facility for visiting notable guests of the University, such as commencement speakers and trustees. It is also used to host many upscale fundraisers and social events, making use of the back garden, fountain, and sizable rear porch for these occasions. Once a year, two weeks after Commencement, President Harrington traditionally hosts a day-long social here for all employees of the College.

618) SCHOOL OF EDUCATION

MISKATONIC CAMPUS

Formerly the West Dormitory, this large building was extensively renovated in the 1990s with much state and federal Department of Education funding (and some alumni contributions) to house Miskatonic's newly formed School of Education. The "Education Building" (as it is commonly called) prepares aspiring teachers to take on teaching occupations throughout the Commonwealth and in states that accept Massachusetts education certification and licensure. The School of Education also offers Masters of Education and doctoral programs for those experienced educators looking to further their careers by becoming school principals or superintendents.

The first floor is entirely taken up with the Early Education Center, a fully licensed daycare and pre-kindergarten educational setting where undergraduates learn by caring for and teaching very young children. Many faculty parents enroll their children in the program, as do quite a few Arkham families, as the program is perceived as quite progressive and overseen by dedicated Education faculty. The upper levels of the building house classrooms, group meeting rooms, and faculty offices.

Dr. CHARLES ORFANOS, Ed.D., Chair of Miskatonic School of Education, age 63

STR 10 CON 10 SIZ 14 INT 16 POW 15
DEX 12 APP 13 EDU 20 SAN 75 HP 12

Damage Bonus: none

Weapons: none

Skills: Bargain 40%, Computer Use 40%, Credit Rating 60%, Library Use 40%, Other Language (Greek) 78%, Own Language (English) 78%, Persuade 67%, Psychology 62%.

A consummate administrator, Dr. Orfanos has had a long and productive career in education, culminating in superintendent of schools in Lynnfield, Massachusetts before being tapped to head up Miskatonic's School of Education. Dr. Orfanos has strong connections to many fellow senior administrators and is arguably the most

influential chair and faculty member on campus. His many connections in the local and global education community ensure that students enrolling in "his" programs secure excellent teaching internships and go on to very successful careers in education.

Though married, Dr. Orfanos is an inveterate ladies' man; with female colleagues, he takes minor liberties that were deemed innocent half a lifetime ago but now could be construed as harassment. Luckily for Dr. Orfanos, his charming personality and secure position on campus have ensured no complaints against him, although female faculty and staff are alternately bemused or wary in his company. It should be noted that Dr. Orfanos never treats undergraduate females in this manner, instead adopting a very grandfatherly bearing when addressing them. As department chair and a senior school administrator, Dr. Orfanos teaches few classroom hours, and when he does is addressing masters and doctoral students. Dr. Orfanos also serves as chair of the Orne Library Advisory Committee, and gets along fairly well with Dr. Mark Butler, Director of the Library.



619) SCHOOL OF ART AND DESIGN

Built on the site of a long-demolished dormitory, this sizable building houses Miskatonic's School of Art and Design. Studies in this school include Architecture, Fine Arts, Sculpture, Theater, Performance, Stage Design, Music Theory, Music Performance, Dance (Modern, Ballet, Classical, and Folk), Photography, and Film Studies.

JOSEPH THORNE, Art professor, age 47

STR 12 CON 16 SIZ 14 DEX 10 APP 11
INT 18 POW 11 EDU 19 SAN 32 HP 14

Damage Bonus: +1D4.

Weapons: Baseball Bat 30%, damage 1D8 + db

Hatchet 21%, damage 1D6 + 1+db

T-Square 45%, damage 1D4+ db.

Skills: Anthropology 40%, Art (Drawing) 80%, Art (Painting) 70%, Bargain 30%, Cthulhu Mythos 17%, Dodge 23%, Fast Talk 30%, History 52%, Library Use 59%, Listen 30%, Natural History 30%, Occult 53%, Own Language (English) 95%, Persuade 45%, Psychology 50%, Spot Hidden 55%, Throw Artwork 35%.

A teacher of Illustration, Life Drawing, and Painting, tenured Professor Thorne is an absolute terror in the art department -- if you are the typical art student. He is a diehard believer in illustration as the supreme artwork, as even simple landscapes tell a story; symbolic modern art is rubbish to him and student projects in this vein are viewed dimly and graded accordingly. Wilson once taught the "Contemporary Art" class using only science fiction and weird fantasy magazine and book covers. Students who draw scenes from their role playing games, graphic novels, or favorite Japanese Anime will do just fine; the weirder, the better.

There is some vague talk among Arkham old-timers that Thorne is a distant relation of ill-starred, twenties-era Kingsport artist and Miskatonic instructor Basil Ives. The truth of this rumor is unknown; certainly Thorne either doesn't know or doesn't consider it important enough to consider. Professor Thorne is considered a cult hero to a growing throng of fans thanks to the Internet (which he believes is actually a dimensional gate in space).

SHANI KRUG, budding rock musician, age 20

STR 09 CON 11 SIZ 07 INT 17 POW 11
DEX 18APP 14 EDU 16 SAN 55 HP 09

Damage Bonus: -1D4.

Weapons: none.

Skills: Anthropology 20%, Art (Violin) 65%, Art (Guitar) 45%, Art (Sing) 40%, Bargain 25%, Biology 20%, Computer Use 25%, Credit Rating 35%, Fast Talk 35%, History 50%, Library Use 40%, Listen 50%, Occult 20%, Other Language (Arabic) 30%, Persuade 35%, Psychology 45%, Ride 25%, Rollerblade 45%, Sneak 20%, Spot Hidden 45%.

Shani is a Music major, specializing in stringed instruments and playing in the Miskatonic Student Orchestra. Recently, however, her musical career took a drastic turn when she joined a local Goth Rock band, "Forsaken Souls." Formerly a crude death metal outfit, then a pedestrian alternative pop-rock band, Miss Krug has mated the musical mayhem of obscure 80's band "God's Lost Children" with classical and middle-eastern world-beat music to form a sophisticated sound that is hypnotic and disturbing. Forsaken Souls is Arkham's most popular college band, their popularity across town unwittingly earning them the wrath of Elijah Blood,

lead singer of Arkham's garage band the Cane Toads. Several encounters between the two bands have been icy (thanks mostly to Elijah Blood's ego), with Blood being hauled away by his bandmates after both bands played sets at The Kitchen Sink (entry 630). Captured by their sound, Max Brusatori of Miskatonic Recording Studio (entry 305) has invited Forsaken Souls to record at his facility, offering deeply discounted session fees.

620) THE JEREMIAH ORNE LIBRARY

MISKATONIC CAMPUS

Through Miskatonic University's highest and lowest points in its storied history, at the hub of the institution, always, has been the Orne Library. Famed for years as a source par excellence for ancient and rare texts, the

Orne Library now partners with electronic source providers to position itself as a

leader in academic digitization and information dissemination. Could he see it, old Henry Armitage would be amazed at the information retrieval systems available to library users.

Undergraduate students and those on internships across the globe rely exclusively on the Orne library's comprehensive, scholarly, full-text licensed database content, available to all University-authenticated users anywhere an Internet computer can be used. Graduate students and faculty members are more balanced in their research approach, consulting traditional paper copy texts as well as electronic sources in their deep searches for information.

The original library building is now the Gothic front section, now backed by two very modern (and ugly) additional wings, North Wing and South Wing. North Wing houses additional library collections, archives, microforms, computer labs, conferencing rooms and a library skills media classroom. South Wing has office space for library administration, library technical services, and quite a few faculty offices.

Both wings have separate outer entrances: the older main building - or "library proper" - can be secured at night without curtailing activities in the adjoining wings. With so many ways in and out of the main library from the connecting wings, it's fairly easy (**Luck** roll) to discover a connecting door that has been left unlocked or propped open, allowing discreet access to the main library building after hours. Some faculty - particularly the "old guard" - sometimes use a handily propped open door to "liberate" select titles from the collection of older books for their small departmental or office libraries, to give them a proper home.



Most of the original building's first floor is now devoted to the reference department, with the circulating collection housed on the upper levels and in the North wing. The collection boasts just over 700,000 volumes and over 3,000 periodical titles. Orne Library is also a member of the North of Boston Library Exchange (NOBLE), a consortium of 29 public, private, and academic libraries in the region holding a collective four million volumes. Ironically, Armitage's personal collection - which contains documents referring obliquely to his 1937 meeting with Peaslee to discuss the "Wilmarth Foundation" - hasn't even been properly cataloged, much less put into the new Library of Congress numbering scheme; it lies languishing and forgotten in a shadowy, seldom-visited section of the stacks on the uppermost floor.

Bulky central cooling and heating units sit atop the Library roof, their piping and catch-basins specially designed to prevent any water from leaking into the building and damaging collections. Ventilation to the new wings is excellent; staff working in the original building suffer through cold winters and hot summers as the vent shafts provide mediocre service to a building never designed to accommodate the air shafts.

Located in the central section of the Library is the attractive Armitage Cyber-Cafe, created by funds donated by the family of Henry Armitage, Library Director at Orne Library for many years back in the nineteen twenties and thirties. This inviting space has thirty computer workstations, two networked printing stations, vending machines, a self-serve coffee bar, mellow lighting and a variety of seating configurations for individuals and small groups to pursue their studies in peace and comfort. The Armitage Cyber-Cafe has a separate entrance and exit from the building, allowing twenty-four hour access to the space, which becomes especially vital during final exam period. From 12 midnight to 8 am, a campus security guard is stationed in the cyber-cafe, and the place is also monitored by cameras, should the guard be called away or if security tapes need to be reviewed in the aftermath of an incident. Happily, the cameras have thus far proven unnecessary in this regard.

Special Collections is now a newer, showier place, focused on historical and biographical information on famous alumni, on historical papers from the 1920s, and on people who gave money to the university over the decades. This provides an optimistic, one-sided, look at the grand New England historical past. Inconvenient facts in the institutional memory of the College are neatly forgotten. The more outre material is not requested much anymore - only by the occasional liberal arts scholars - so many of these works are now kept in storage in the basement, which is reputedly haunted; staff generally avoid this area whenever possible. Several staff members - and a few patrons - have seen the alleged ghost, but most are reluctant to discuss the incidents.

In sum, the library has upgraded and modernized, and much of the past is forgotten. No longer is the *Necronomicon* openly banned for its content; it's just that the staff would have a hard time finding it in a timely manner. They are willing to let credentialed scholars take a flashlight and a key, and look down in the basement stacks for themselves.



James Napoleon, Assistant Librarian

Originally a reference librarian at the Arkham Public Library, Napoleon shifted his career focus to academic librarianship and readily attained employment in Armitage Library's Collection Management department. Eventually Napoleon re-discovered and partially translated some of the forbidden texts in Special Collections. The passages of dark lore that Napoleon

was able to imperfectly decipher rang true, and terrified him. Not wishing to destroy old books despite their loathsome content, Napoleon has purposely misfiled several of the Library's Mythos holdings. He keeps a constant watch over suspect tomes.

Anyone intent on consulting the Armitage Library's mythos lore horde will have to contend with Napoleon's sniffing into his or her affairs.

If Napoleon decides the researchers are of noble purpose, he may actively aid them, or at least make better available those titles he has purposely mis-shelved.

If Napoleon determines that Mythos schol-

Scenario Hook:

Library watchdog James Napoleon learns that his boss, Director Jonathan Worthman, is a cultist seeking to serve the Great Old Ones. Perhaps simultaneously, Dr. Worthman realizes that Napoleon seeks to thwart access to the magics and forbidden knowledge contained in the Library's mythos holdings. How does this play out? Are both men aware of the other's position and capacities? Does Worthman fire Napoleon, who then contacts Investigators with his concerns? Does Napoleon thwart his boss in some way that elevates the conflict? Is one or the other ruthlessly eliminated, thus dragging the Investigators into the battle?

ars are up to no good, he'll quietly yet ferociously hinder progress however he can without risking his life or his job.

JAMES NAPOLEON, assistant librarian and mythos watchdog, age 26

| | | | | |
|--------|--------|--------|--------|-------|
| STR 08 | CON 08 | SIZ 10 | INT 15 | POW13 |
| DEX 10 | APP 10 | EDU 17 | SAN 53 | HP 08 |

Damage Bonus: none.

Weapons: none.

Skills: Accounting 38%, Cthulhu Mythos 8%, History 52%, Library Use 65%, Occult 40%, Other Language (Spanish) 45%, Own Language (English) 60%, Startle Library Patrons 40%.

Portrait of a Cultist: Dr. Jonathan Worthman

Dr. Jonathan Worthman, current Library Director of Armitage Library, is much more than he seems. Born Jonathan Whately, the boy was raised in Dunwich to family tales of past sorceries and lost glories and a fate denied, thanks to a meddlesome head librarian from Miskatonic ruining the great plans of his kin. What better way to gain an outre sort of revenge and best position himself to pave the way for the Old Ones' return than to infiltrate the ranks of the very institution that thwarted his kinfolk, many decades previous.

So as to obscure his past, Jonathan Whately changed his last name to the innocuous "Worthman" and studied on the West Coast, only returning to Massachusetts to attain advanced degrees of Library and Information Science from Simmons College, Boston. "Jonathan



Worthman" then attained library work at various college and university libraries in Massachusetts and New Hampshire, finally landing the lead position at Miskatonic, his lifelong goal. He is smooth and cunning, affecting a disinterested demeanor and absolutely no interest or knowledge of the occult. He

will blandly deny any connection with Dunwich or the Whately clan, should someone somehow make the connection. However, Worthman would then move swiftly to negate the threat to his cover.

Dr. JONATHAN WORTHMAN, Library Administrator and foul fellow

| | | | | |
|--------|--------|--------|--------|--------|
| STR 14 | CON 15 | SIZ 15 | INT 15 | POW 15 |
| DEX 13 | APP 11 | EDU 17 | SAN 0 | HP 15 |

Damage Bonus: +1D4.

Weapons: Beretta M92 Auto 30%, damage 1D10.

Skills: Accounting 60%, Cthulhu Mythos 48%, Hide 60%, Library Use 75%, Listen 55%, Occult 80%, Other Language (Latin) 60%, Own Language (English) 75%, Sneak 50%, Startle Library Patrons 40%.

**621) MISKATONIC UNIVERSITY
MEDICAL SCHOOL**

676 WEST COLLEGE STREET

Once a shining beacon to rival the big name ivy-league schools, the Medical School has gradually slipped to become "just another med school for students that couldn't make it into Harvard." Providing mostly county work, medical training at Miskatonic tends to graduate many more nurse practitioners and pre-med students than full-fledged doctors and specialized surgeons.

A large percentage of the med-school students are affluent foreign students who didn't make it into the prestigious big name schools but still wanted a prestigious northeast US education; another large faction are locals who want to go into medicine but are too local, too middle income, and too lacking in influence to find a seat at Harvard or Tufts.

The school's saving grace is its nationally-ranked psychiatric practice, its only true specialized area of teaching. Here, young interns at the medical school, working in concert with Arkham Mental Health Center (formerly Arkham Asylum and later, Arkham Sanitarium), are trained in state-of-the-art psychological and psychiatric practices, complete with hands-on experimental work.

Dr. Albert Waite

The current head of the teaching hospital is relative newcomer Dr. Albert Waite (born in Boston, a distant cousin of the Arkham Waites). A skilled pathologist, he is two years new to the politics involved in running a hospital, and there is whispered uncertainty as to how effective (and long-lived) his tenure will be.

Dr. ALBERT WAITE, Head of Teaching Hospital, age 46

| | | | | |
|--------|--------|--------|--------|--------|
| STR 08 | CON 16 | SIZ 10 | INT 15 | POW 12 |
| DEX 05 | APP 10 | EDU 19 | SAN 60 | HP 13 |

Damage Bonus: none.

Weapons: none.

Skills: Biology 40%, Chemistry 40%, Computer Use 30%, Dodge 10%, Forensics 70%, Library Use 55%, Medicine 70%, Pathology 80%, Pharmacy 40%, Spot Hidden 55%.

Dr. Stephanie Mercer

Dr. Stephanie Mercer is the current Dean of the Medical School. Achieving her position in a flurry of disputed hirings and promotions, she has since outlasted seven different hospital heads and two university presidents. By common agreement, she is the most patiently stubborn and persistent person at MU. Her

degree from Columbia and original work as a clinical neurologist lends great academic credence to the department as a whole, despite the fact that no copies of her original dissertation have ever been archived.

Dr. STEPHANIE MERCER, Dean of Medical School, age 43

STR 09 CON 13 SIZ 12 INT 14 POW 10
DEX 14 APP 11 EDU 19 SAN 46 HP 13

Damage Bonus: none.

Weapons: Knife 30%, damage 1D4+2.

Skills: Anthropology 30%, Biology 30%, Chemistry 50%, Cthulhu Mythos 4%, Dodge 48%, Forensics 40%, Law 30%, Library Use 60%, Medicine 70%, Neurology 80%, Pharmacy 50%, Psychoanalysis 40%.

Dr. WILLIAM PENDERGAST, Arkham coroner, age 73

STR 7 CON 12 SIZ 13 INT 17 POW 16
DEX 10 APP 10 EDU 24 SAN 80 HP 13

Damage Bonus: 0none.

Weapons: Rifle 50%.

Skills: Arkham History 45%, Biology 70%, Chemistry 45%, Credit Rating 70%, Law 55%, Medicine 70%, Natural History 65%, Pharmacy 55%, Psychology 75%, Red Socks Trivia 82%, Spot Hidden 85%.

Sharp as a tack, but slowing down in his seventh decade, old Dr. Pendergast is Arkham's medical examiner. Although he has been called to some truly astounding scenes, he has yet to lose his classic New England reserve. Pendergast maintains a small suite of offices at the Medical Center, including the basement-level morgue.

622) UNIVERSITY CHAPEL

611 WEST COLLEGE STREET

The University's chapel is non-denominational, serving as both house of worship and as a gathering space alternative to the student union building. It is one of the most under-utilized buildings on campus, although campus chaplain Mary Callender is a fixture at most University functions and is a vocal proponent of all things culturally diverse, religiously affirming and politically correct. A divorcee, mother of two grown children and former Catholic – now a Unitarian minister – Callender perpetually attracts a small cadre of twenty or so religiously-inclined students who are very passionate about life and inter-religious dialogue, but typically fail to engage the larger campus on a regular basis. Nevertheless, campus ministry hosts several fund-raisers every year to help the homeless, send money to natural disaster victims, donate food to local pantries and shelters, etc. Should any sort of tragedy strike campus, the chapel's doors open for scheduled "healing and

understanding" services, and the place is (temporarily) full.

MARY CALLENDER, campus chaplain, age 44

STR 11 CON 12 SIZ 14 INT 15 POW 15
DEX 12 APP 10 EDU 16 SAN 75 HP 13

Damage Bonus: +1D4.

Weapons: none.

Skills: Bargain 25%, Credit Rating 30%, Occult 31%, Other Language (Spanish) 40%, Own Language (English) 76%, Persuade 60%, Psychology 60%.

623) MISKATONIC UNIVERSITY MEDICAL CENTER (FORMERLY ST. MARY'S TEACHING HOSPITAL)

450 SOUTHWEST STREET

This hospital is affiliated with the School of Medicine and used to be known as St. Mary's Teaching Hospital (old-timers still sometimes call it "St. Mary's"). It is a full-fledged, modern hospital that can handle all manner of routine surgeries and emergency situations. Intensive care cases, extreme trauma victims, and ultra-specialized surgery patients are transported via ambulance or med-flight helicopter to Massachusetts General Hospital in Boston.

Some fifteen years ago, the ghouls of Arkham made a friend and ally in the person of Diane Minahan, a disturbed woman trained as a nurse and employed for a short time at the medical center. Minahan's most heinous act was get herself situated in the maternity ward, where she positioned herself ready to exchange a human baby for a ghoul offspring. Why the ghouls would put her up to such a thing is known only to the ghouls.

Hospital officials became wary of Minahan's many odd behaviors and sour personality, and she was curtly and quietly asked to leave the employ of the medical center. The woman dropped out of sight and her present whereabouts and activities are unknown.

624) MISKATONIC EXHIBIT MUSEUM

687 WEST COLLEGE STREET

Sitting next to the Hoyt Administration Building awaiting visitors in stately neoclassic style is the Miskatonic Exhibit Museum. Though dwarfed by the extensive Peabody Essex Museum in Salem, Massachusetts, the Miskatonic Exhibit Museum continues to exist, seem-

ingly immune to the effects of passing decades, administrative policies, and budgetary concerns. Many surmise that the Museum is privately funded from some long-ago endowment that removes it from the funding and policy concerns to which most of academia is beholden to.

In the early twentieth century, the Museum's many rooms held fixed exhibits dedicated to such fields of study as ancient cultures, natural history, geology, and classical arts. Today, the halls of the Museum are dedicated to such contemporary concerns as biotechnology, media & mass communication, cultural diversity, and computer science. In addition, the University archives – the School's institutional memory – has a permanent home at the Exhibit Museum. Older exhibits dating back to the 1920s and much earlier have quietly been stored in the Vault, a vast and mysterious storage space deep beneath the Museum itself. What could be there is left to conjecture, most persons on campus – including the Administration – are unaware of the Vault's very existence, or if they have heard of it, underestimate its capacious size and the value of its treasures.

One person who is very aware of the Vault is the master of its holdings, Lee Tetlow. Tetlow is general caretaker of the Museum, a combination of janitor and general factotum under the nominal supervision of the Museum's Archivist and Curator, Mrs. Denise Bradbury. Tetlow has been with the Museum for many years; Administration can't remember when he signed on; payroll records seem to have been misfiled and no one has time to dig around for files on a longtime employee who causes no trouble. Rumor has it that there is a stipulation in the Museum's original charter that a member of the Tetlow family must always be appointed caretaker of the place; the validity of this assertion is known to a very few. Certainly Lee Tetlow, a spooky, taciturn man in his mid-forties, isn't talking.

625) HOYT ADMINISTRATION BUILDING

333 WEST COLLEGE STREET

This large, ivy-draped, three-story brick building looks like an oversize Georgian or Federalist mansion, and houses the most vital administrative offices of the campus. The president's office is here, as are the offices of several vice presidents and other senior officers. The Office of Admissions is also headquartered here: visitors to the building are greeted by several Admissions college work-study students behind a large desk. A secretary works in an adjoining office, to which the students will refer visitors who are not here for tours. Significantly for some, all campus judiciary

matters are handled through the Hoyt Administration Building; over the years, some students have sweated out their fate in one of the inner offices of "three thirty three." The interior of Hoyt has been remodeled several times to accommodate modernization, but the essential functions of this building have not changed since its construction in 1912.

Dr. JANE HARRINGTON, President of Miskatonic University, age 67

| | | | | |
|--------|--------|--------|--------|--------|
| STR 11 | CON 10 | SIZ 12 | INT 16 | POW 16 |
| DEX 12 | APP 13 | EDU 18 | SAN 80 | HP 12 |

Damage Bonus: none.

Weapons: none.

Skills: Accounting 60%, Bargain 40%, Computer Use 40%, Credit Rating 60%, English Literature 70%, Other Language (Spanish) 35%, Persuade 50%, Psychology 45%.

Previously a Dean of Arts and Sciences at Boston University, Harrington is sixty-seven years old, with forty years in higher education, eight of them at Miskatonic. Harrington is a low-key, no-nonsense administrator who is contemplating retirement. She questions whether she has it in herself to embark on yet another aggressive capital funding campaign, or to reign in the more fractious faculty who constantly bicker amongst themselves and pester her office eternally for more and more resources. She has three grandchildren that she'd like to spend more time with. Her gray eyes are calm and she seldom, if ever, raises her voice. Privately Harrington considers Miskatonic an odd place (even among the quirks and idiosyncrasies of higher education) and strangely grating over time.

626) HOTEL MISKATONIC

200 BLOCK OF WEST COLLEGE STREET

Still the premier hotel in Arkham, this aging but well-maintained five-story building provides a remarkable birds-eye view of the campus. The majority of guests are usually well-heeled alumni and visiting family of foreign students, so business is predictable but unremarkable (just the way the management likes it).

Rooms are available at premium prices; the top-floor suites are triple standard hotel rates, and skyrocket to five times going rate during homecoming and graduation exercises. These same rooms drop considerably during the dull summer months, when visitors seldom find cause to visit the school.

627) WELLS TECHNOLOGY CENTER

111 WEST COLLEGE STREET

The new, hoped-for crowning jewel of MU, this school is just barely breaking even because of the huge technological investment required in creating such a program. Several key grant expectations and generous alumni pledges did not materialize, leaving the school reeling from the unexpected debt. Founded just three years ago from a generous grant from the Jules Wells Educational Foundation, this school is just now producing its first PhDs, and if it can draw the attention of major corporate sponsors, its future looks bright.

Housing the School of Mathematics and Computer Science, majors include Computer Science, Statistics, Computational Mathematics, and just about every imaginable mix of Computer Science combined with a liberal arts degree.

SCHOOL OF MATHEMATICS AND COMPUTER SCIENCE

While undergraduate mathematics courses are solidly grounded in the undisputed territory of Algebra, Calculus, Statistics and Physics, graduate courses in mathematics are a mind-bending tour through quantum physics, probability studies, advanced astrophysics, and even mathematical metaphysics.

Computer Science likewise has a diverse spread of courses, from the utterly prosaic undergraduate courses in basic programming to advanced graduate courses in computer reality modeling and artificial intelligence. It's rumored that the brilliant minds in the Computer Science department have created a fully self-aware, intelligent computer, but such is the stuff of science-fiction. Surely such a device would be brought forward as soon as possible to reap the fortune and recognition such an achievement would generate.

Located in a forgotten file cabinet deep in an obscure closed office are the yellowed, typewritten mathematical formulae, diagrams, and penciled notes of long-dead mathematics student Walter Gilman. Were they to be found by anyone with advanced appreciation for mathematical and physical concepts (such as a particularly bright graduate student or perceptive faculty member), they would be thunderstruck at Gilman's work. His abstract formulae and mathematical theories were years ahead of his own time, anticipating the discoveries made in chaos theo-

ry, anti-matter, and quantum physics. The fact that Gilman attributes much of his work to matters discussed in ancient, dusty tomes such as the *Necronomicon* will likely strike the appreciative reader as either the work of a poor, deluded, overworked brain or a stroke of uncanny and sensitive genius.

LATEEF GORADIA, Mathematics professor, age 40

STR 13 CON 15 SIZ 12 INT 17 POW 12
DEX 15 APP 11 EDU 60 SAN 60 HP 14

Weapons: Heavy epee 76%, damage 1D6+1+1D4

Cricket bat 70%, damage 1D8+1D4.

Skills: Accounting 40%, Astronomy 30%, Bargain 35%, Computer Use 50%, Credit Rating 40%, Electronics 20%, History 35%, Library Use 65%, Mathematics 85%, Navigate 40%, Occult 20%, Other Language (English) 85%, Own Language (Hindi) 67%, Persuade 45%, Psychology 10%, Spot Hidden 50%.

Lateef, who studied Mathematics at the University of New Delhi, was on the Indian Olympic fencing team as well as the national World Cup cricket team. Taking his skills to Oxford, he met his wife Mynormah and brought her to America to indulge in their academic pursuits as well as tripling whatever salary they could have earned back in India.



Goradia is both the coach of the Miskatonic Fencing team and the star of the Cricket team (made up entirely of foreign players) that beat both MIT and Harvard last year.

JOE WALDEN, Computer Science Professor, age 40

STR 13 CON 14 SIZ 13 INT 18 POW 14
DEX 14 APP 13 EDU 19 SAN 70 HP 14

Damage Bonus: +1D4.

Weapons: 9mm Beretta 30%, damage 1D10.

Skills: Accounting 40%, Art (Swing Dance) 40%, Bargain 35%, Computer Programming 85%, Computer Use 85%, Credit Rating 45%, Drive Automobile 30%, Electronics 25%, History 30%, Law 25%, Library Use 60%, Occult 10%, Persuade 60%, Photography 50%, Physics 30%, Psychology 40%, Ski 60%, Spot Hidden 55%.

Professor Walden, a former computer software company founder, decided to cash in his chips with the business world and go into teaching. At Miskatonic he teaches a wide variety of computer classes, and a business course named "Entrepreneurial Foundations," or "How to Make a Million Bucks Before You're Thirty 101." Walden has also regaled cryptozoologist Dr. Freislinger with tales of a legendary monster from his native West Virginia: the Mothman. The two professors are planning a summer

trip to Mothman territory and a book to be based on their researches.

When he isn't teaching or putting the Miskatonic computer network through its paces, Professor Walden is the advisor for the Ski Club. He is engaged to Dr. Emma Norris, fellow Miskatonic computer science professor; they live together at 522 West Saltonstall Street.

KIM "DA MOUSE" ENDIAPE, Computer Science student/ex-hacker, age 22

STR 14 CON 12 SIZ 09 INT 16 POW 17
DEX 14 APP 14 EDU 18 SAN 80 HP 11

Damage Bonus: none

Weapons: none.

Skills: Accounting 30%, Art (Play Piano) 30%, Bargain 25%, Computer Use 80%, Electronics 35%, Fast Talk 40%, French 40%, History 35%, Law 25%, Library Use 55%, Listen 35%, Other Language (Japanese) 25%, Other Language (Russian) 20%, Persuade 40%, Physics 30%, Psychology 30%, Sneak 40%, Spot Hidden 50%, Swim 35%.



Kim, a Junior, is currently a top-notch computer science student and a member of "M.U.C.K.," but what her classmates and professors do not know is that she was once a criminal teenage hacker. After breaking into the computer files of several banks and the Internal Revenue Service, Kim was caught by the FBI and quietly served two years in a juvenile detention center. The experience literally scared her straight; so much, in fact, that the FBI is now actually considering hiring her after graduation. It would take a lot of convincing to get Kim to resume her old ways.

628) WATTS HALL

122 WEST PICKMAN STREET

Designed as a bold new experiment in architecture, this faceless black cube of a building is perhaps the ugliest on campus. Incoming freshman spared the horror of Herber Hall are typically relegated here.

629) ELI SCHOOL OF BUSINESS AND LAW

409 WEST COLLEGE STREET

The formerly prestigious School of Business and the equally august School of Law were merged five years ago to better manage their shrinking student body. This synergy has worked out surprisingly well, largely because the teaching faculty tends to agree that,

despite their individual differences, both programs are far more useful than anything else the university has to offer. While the school's reputation is not that of Harvard or Yale, the students affect an Ivy League haughtiness. Business and Law students are easily recognizable for their bearing and motivation. Areas of study include economic regulation, game theory, health economics, industrial organization, international trade and finance, labor economics, macroeconomic theory, microeconomic theory, public enterprise, and public finance.

630) PATTERSON HALL

275 WEST COLLEGE STREET

Predominantly senior and graduate school housing, and typically a more serious, studious place. Once the home of Arkham's Garden Cafe, this eatery closed in the early 1950s and the property purchased by the University. Recent Witch Cult convert Rachel Stratton resides in this building.

631) ANTUNES HALL

498 SOUTH GARRISON STREET

This residence hall has become a favorite for the more liberal and artistic students, and has something of a reputation for strange behavior and unspeakably decadent parties. The most famous eccentricity (or "campus incident," depending on who you consult) was the "co-ed nudist rule" established in the early seventies: the residents voted to make clothing optional. The administration swiftly intervened and overruled the policy within hours. However, persistent rumor states that the eighth and topmost floor of Antunes Hall remains "clothing optional" to this date. Whatever the true situation, residents of the eighth floor aren't talking and residence hall directors decry the rumor as wishful thinking.

632) TAVENER ROW

105-119 WEST PICKMAN STREET

A series of four-story brownstones, an attempt was made to blend these into the historical architecture. These are the most sought-after rooms on campus, mixing the appeal of both the old and the new.

633) HAUNTED HOUSE

603 WEST CHURCH STREET

This three-story Victorian eyesore of peeling paint, rotted boards, and cracked shingles had been boarded up since 1955, when ownership was transferred to the

Town of Arkham. For years the place continued to sit abandoned, a haven for degenerates and undesirables who would sometimes harass students nearby on campus. The University decided to kill two birds with one stone, purchasing the property from the town at a very reasonable rate, a sort of “placeholder” estate, future use “to be determined.” Campus Public Safety officers chased out all the vagrants and Physical Plant has mowed the lawn, though much improvement work remains. The house is now a favorite haunt of students wanting proper ambiance for roleplaying games, amorous encounters, and beer parties. Around October, a cadre of students from the University descend on the house with rubber monster masks, colored lighting, odd props, a fog machine and sound effects, transforming the old home into a genuine “haunted house” for the town’s kids. By some miracle of civic oversight, Arkham’s fire marshal has yet to inspect their efforts and shut the thing down before somebody falls through some rotted floorboards or accidentally burns the place down.



FRENCH HILL

French Hill

Some of Arkham's oldest buildings can be found in this section. Trendy, upwardly mobile young professionals that commute daily to Boston have largely supplanted the original ethnic immigrant denizens of this neighborhood, though aging hold-outs "from the old country" are still to be found in some apartments that have not been updated in decades.

701) BLINK0'S COPY CENTER

SOUTHEAST CORNER OF GARRISON AND CHURCH

Open 24 hours a day, seven days a week. A good place to find a haggard graduate student or professor looking over his shoulder at three in the morning. Internet access is available for an hourly fee. All adult-themed sites are blocked.

702) ARKHAM HOUSE OF PIZZA

259 SOUTH GARRISON STREET

Steaming hot pizzas made to order, with a huge variety of toppings. Serving Arkham since 1968. Open daily 11:00am - 11:00pm. Minimum of ten dollars for delivery: debit, credit cards and checks accepted. Delivery guy may speak broken English but you can bet he knows a great deal about the town.



French Hill Map

FRENCH HILL

703) NO FAT CHICKS CHICKEN HOUSE

265 SOUTH GARRISON STREET

Open Sunday to Friday, 11:00am - Midnight; Thursday to Saturday, 11:00am - 11:00pm.

Subs, dinner and salads all involving chicken. The restaurant opened last year to some controversy due to its name, but the great food silenced most every critic. Proudly owned and operated by two Miskatonic alumni fraternity brothers.

704) ARKHAM INDEPENDENT REAL ESTATE

171 LICH STREET

Arkham Independent Real Estate endeavors to meet all its clients' housing, rental or investment needs, and has been in business since 1968. Office hours: 8:30am - 6:00pm Monday to Saturday; 9:00am - 6:00pm Sunday. Its agents have sold more than a few homes in Arkham with unsavory histories or odd architectural features, but they are naturally discreet about such things. The real estate agency might readily hire outside "experts" to investigate a house to prove it's not haunted to prospective buyers.

The agency is based out of a classic, huge, white-painted Victorian house, complete with wraparound porch. The exterior is kept in excellent repair, and the lawn is professionally tended by a landscaping company. Within, the once-grand home has been subdivided by drywall into smallish offices and larger client conference rooms, somewhat spoiling the olden charm of the place. A receptionist sits behind a large, counter-style desk in what used to be the parlor, just to the right of the main entry.

705) OLD ARKHAM GRAVEYARD

250 EAST CHURCH STREET

In the mid-1960s, city fathers planned to re-inter those buried here to make way for development, but the forces of preservation prevailed. This popular site on the historical tour features graves of many prominent Arkham families dating back hundreds of years.

Although ghouls have almost completely plundered this graveyard, fresh meat occasionally arrives in the form of beat-up drunks from the nearby River Rat bar. As a result, there are usually 1D6 of these perpetually hungry creatures present at night. Several entrances to

tunnels leading to the ghouls' underworld are cunningly hidden beneath flat tombstones and within weathered sepulchers.

AVERAGE HUNGRY GHOUL

STR 16 CON 13 SIZ 13 INT 13 POW 13
DEX 13 HP 13

Damage Bonus: +1D4.

Weapons: Claws 30%, damage 1D6 + db.

Bite 30%, damage 1D6 + automatic worry.

Armor: firearms and projectiles do half of rolled damage; round up any fraction.

Spells: roll D100 – if the roll is higher than the ghoul's INT, it knows no spells; if equal to or lower than INT, it knows that many spells, as chosen by the keeper.

Skills: Burrow 75%, Climb 85%, Hide 60%, Jump 75%, Listen 70%, Scent Decay 65%, Sneak 80%, Spot Hidden 50%.

Sanity Loss: 0/1D6 Sanity points to see a ghoul.

706) THE LIGHTHOUSE - PARISH OF ST. MICHAEL'S COMMUNITY CENTER

209 SOUTH PEABODY AVENUE

This brick, two-story building is owned by St. Michael's Parish. It was originally constructed as a bathhouse in the days when many homes lacked modern plumbing. When those days vanished, St. Michael's parish bought the property and converted the building into an orphanage for young Catholics in need. It served in this capacity for decades, until pressure from the state Department of Social Services closed the orphanage in the early 1970s; by then only a handful of children were still at the facility, most of the others transferred to state-run institutions and dispersed into the foster home care system.

After relinquishing its orphanage duties, the parish converted the building to a much-needed parish activity center and classrooms for religious education. The parish often rents out the large hall and industrial-capacity kitchen to civic groups, conducts bingo fundraisers, and the parish-chartered Boy Scout Troop 729 uses the facilities for large pack meetings.

In the basement, behind the old, massive, disused bathhouse boiler system, exists a secret door hidden behind aged wooden paneling. The secret door opens to a concrete tunnel that connects with nearby St. Michael's rectory. At the mid-point in the tunnel is a



small room of bare concrete. The tunnel then continues on, leading to a similarly hidden door in the basement of the rectory.

707) HOLY GROUNDS

540 EAST CHURCH STREET

Just a block over from St. Michael's church is a very hip coffeehouse, "Holy Grounds," occupying an old brick church abandoned for many years before being converted to its current use. Probably one of the most unique java huts in the northeast. Patrons enjoy the contrast of the very modern service counter, whooshing latte machines, and complimentary wireless Internet service with the neo-gothic architecture, high-set stained glass windows and wooden beam-work held over from the early days. The owner is an atheist who very much enjoys coffee and also enjoys tweaking the nose of St. Michael's church. Several St. Michael's parishioners have written to the owner to complain about the name of his establishment, which he cheerfully ignores. The coffee is very good here, probably the best in the city. Customers can get a wide variety of coffee blends, teas, chais, lattes, cappuccinos, and other specialty drinks. Prices are relatively steep, but the quality and variety can't be beat. Open weekdays 10 am to 7 pm, weekends 10 am to 10 pm.

The upper levels of the old church, above the shop, are a dusty jumble of old wooden pews, discarded furniture, and supplies for the coffeehouse below. It is always dark up here, and the coffee shop workers only travel as deep into the shadowy vastness of the place as necessary to retrieve supplies. Rumor has it the old bell tower is haunted, but by who or what is uncertain. The owner has eventual plans to "do something" with the unused portions of the building, but is too busy with the coffee business to figure out what just yet. The basement is likewise ignored, a haven of dust and cobwebs. Sitting patiently, waiting for discovery amid a heap of forgotten books on a sagging shelf is a copy of the Cthaat Aquadingen.

708) GRIFFIN MATTHEWS PHOTOGRAPHER

146 EAST COLLEGE AVENUE

Matthews is a portrait photographer who has the contract at all local schools for their class and yearbook photos. His studio includes a fully equipped darkroom as well as desktop computers equipped with the latest imaging software for just the right touch-ups to less-than-perfect subjects. Matthews once photographed something truly awful flying above Arkham's rooftops late one night, but has never shown this photograph to

anyone, fearing it would be dubbed a fake. Matthews knows the truth, and now stays up many late nights, hoping to capture on film more Arkham anomalies. Perhaps mercifully, he has been so far unsuccessful.

GRIFFIN MATTHEWS, photographer, age 56

| | | | | |
|--------|--------|--------|--------|--------|
| STR 12 | CON 10 | SIZ 10 | INT 11 | POW 10 |
| DEX 11 | APP 9 | EDU 12 | SAN 25 | HP 10 |

Quote: "Now tilt your head a little further up – perfect."

Damage Bonus: none.

Weapons: none.

Skills: Accounting 30%, Chemistry 40%, Conceal 45%, Hide 40%, Mechanical Repair 50%, Persuade 65%, Photography 80%, Psychology 55%, Sneak 40%, Spot Hidden 55%.

709) SCRUB-A-DUB LAUNDROMAT

334 SOUTH PARSONAGE STREET

This 24-hour Laundromat is a well-known spot to meet college girls (and guys) during all hours of the day and night. Many drug connections are brokered here, and deals completed in the parking lot. Arkham police are beginning to drive by here a lot more frequently. Campus call girl Anna Daley uses the Laundromat as her business office, taking names and addresses for in-call visits.



Anna Daley

ANNA DALEY, girl who can be bought, age 19

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

Damage Bonus: none.

Weapons: Mace spray 70%, damage stun 2d10 minutes.



Arkham Heritage Foundation

710) NEW BAMBOO RESTAURANT

181 EAST COLLEGE STREET

Serving Thai and Vietnamese cuisine. Open for lunch (11:00am - 3:00pm Monday to Saturday) and dinner (5:00pm - 10:30pm Monday to Sunday). Well-known as the most suspect restaurant in town. Arkhamites are never able to figure out why the board of health allows the place to stay open. A widespread rumor has it that their "Bamboo Beach Chicken Special" is really seagull. Still, their prices for Asian food are the lowest around, so the place does regular business with budget-minded restaurant-goers, particularly graduate students on a lean budget.

711) ARKHAM HERITAGE FOUNDATION

214 LICH STREET

The old Arkham Historical Society died out sometime in the late 1970s; from its ashes arose the Arkham Heritage Foundation some two decades later. The Foundation is always in the forefront to save old Arkham houses and buildings from ruin, even if they're crumbling old hulks that have been empty for decades. Their own headquarters is a large old church dating back to 1743 that has been competently restored, the Foundation's first project. The place was acquired by the Foundation when the church closed its doors due to the unfortunate convergence of declining attendance and skyrocketing maintenance costs. All of the church's old records are still kept on-site, locked away in a large archival storage room. Among the papers and books is a copy of Thaumaturgical Prodigies in the New England Canaan by the Reverend Ward Phillips. The Foundation also maintains a small office in the Miskatonic University Student Union Building (entry 641).

The Heritage Foundation is considered a bane to area land developers but are well-supported by donations, including one or two truly significant benefactors with deep Arkham roots and deep pockets. Run strictly by volunteers, most of them elderly, the Foundation will occasionally commission area researchers to document or investigate old houses or odd histories in the region. Researchers from Miskatonic University, Salem State College, and the Peabody Essex Institute will occasionally call upon the Foundation's archives for assistance; the Heritage Foundation will likewise call on nearby experts with questions related to their activities. The Foundation is well-supported by many of Arkham's older, exceedingly affluent families, and has surprisingly deep pockets.

Skills: Bargain 35%, Conceal 25%, Fast Talk 58%, Hide 30%, Persuade 60%, Sneak 30%, Psychology 25%.

A junior at Miskatonic, Anna Daley's sideline occupation is one of the best-kept secrets among the student body. Anna has set up shop in the Laundromat, and gives herself to any student (man or woman) who is a "generous friend" and succeeds in a **Credit Rating** roll. Any student Investigator who laments to other students their lack of a girlfriend or the fact that they're "tense" can (with a **Luck** roll) be tipped off to Anna's services and to inquire about her at the Laundromat.

Although she enjoys a good party, Anna has kept some discipline, banking a good deal of her prostitution money and spending a little of it on recreational drugs, occasional drink, and the very best fashions sold at the Mall at Miskatonic River (entry 1120). Anna has also kept up her studies – she's a Business major – and has plans upon her graduation to become the next celebrity madam. Anna's parents have no idea any of this is going on, and would be outraged if they knew.

Though the majority of her clients are fellow undergraduates and a few graduate students, Anna has diversified her portfolio lately, accepting a few generous male Arkhamites who went to do their laundry and ended up doing a lot more. How long Anna can keep up her student by day/companion by night dual-existence before running into real trouble is up to fate and the Keeper.

In the basement, underneath an ancient seaman's trunk that has been there for decades, is an entrance to the ghoul tunnels. It's doubtful the old granddame who lived in the home her entire life was aware of this secret. Should one be in this desolate corner of the basement late at night, occasional shuffling, meepings and scratching can be heard from below.

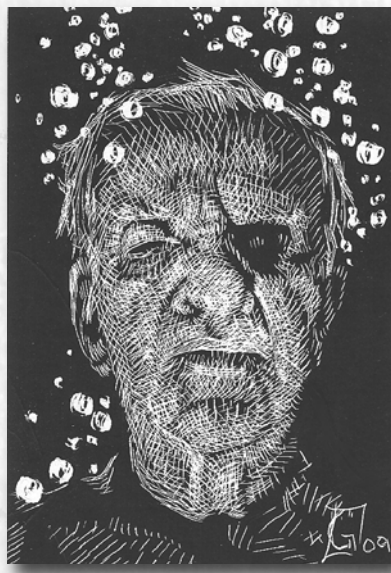
At the Keeper's option, this building can hold some forgotten filing cabinets that yet contain yellowed reports and revealing facts about Arkham's increasingly forgotten past.

712) PIERCE CONVALESCENT HOME

297 EAST COLLEGE STREET

Pierce is a long-term care residence and hospice for the elderly and infirm. Too often it is the last earthly residence of the lonely and forgotten, left here by families that cannot or will not take care of them. The staff tries valiantly to keep up the spirits of its residents, with varying degrees of success. Pierce Home could be an excellent place for old mythos investigators (or cultists) to make late night confessions or for presently active cultists to find an easy sacrifice.

One of the people here is Dr. Laban Shrewsbury, the famed Mythos fighter from the early twentieth century. Due to certain spells and powers he came into contact with during his strange career, his lifespan has been increased dramatically.



Laban Shrewsbury

LABAN SHREWSBURY, near immortal dreamer, age unknown

PHYSICAL BEING

| | | | | |
|-------|-------|--------|--------|-------|
| STR 1 | CON 4 | SIZ 7 | INT 15 | POW 1 |
| DEX 1 | APP 4 | EDU 18 | SAN 0 | HP 5 |

Damage Bonus: none.

Weapons: none.

Shrewsbury's body has been in a near vegetative state for decades now. He has no known family and the Commonwealth will not let him die, so intravenous tubes connect to both his arms and into his nose. A very substantial trust fund administered by an unquestioning and efficient Boston law firm ensures that Shrewsbury's stay at Pierce Convalescent Home will continue indefinitely.

LABAN SHREWSBURY, near immortal dreamer, age unknown

DREAMLAND BEING

| | | | | |
|--------|--------|--------|--------|--------|
| STR 12 | CON 13 | SIZ 13 | INT 18 | POW 22 |
| DEX 13 | APP 11 | EDU 18 | SAN 22 | HP 13 |

Damage Bonus: none.

Weapons: none.

Skills: Anthropology 85%, Archaeology 70%, Astronomy 50%, Bargain 65%, Chemistry 27%, Cthulhu Mythos 41%, Dodge 55%, Dreaming 42%, Dream Lore 39%, Geology 25%, Hide 50%, History 60%, Library Use 90%, Linguist 60%, Listen 95%, Natural History 25%, Navigate 55%, Occult 85%, Other Language (French) 91%, Other Language (Latin) 92%, Own Language (English) 75%, Persuade 75%, Pharmacy 40%, Psychology 60%, Spot Hidden 75%.

Spells: any as desired by the Keeper.

Although blind and comatose in the physical world, in the Dreamlands Shrewsbury has full use of all his senses, (in fact they are honed to a preternatural degree). He is perpetually traveling the Dreamlands searching for more information on the true place of humankind in the cosmos. The man knows he can never return to his physical body, but does enjoy communicating from time to time with waking world inhabitants via dream sendings. Shrewsbury will do his best to aid investigators he feels are working to save mankind from the cosmic terrors he knows all too well.

Shrewsbury's Dreamlands avatar is of a fit man in his mid-thirties, a self-projected image of who Shrewsbury was many, many years ago. He maintains a small apartment in Celephais, and is an honored guest of King Kuranos, who sponsors many of Shrewsbury's expeditions to far-flung reaches of the Dreamlands.

713) COVENSIDE BED AND BREAKFAST

288 LICH STREET

Built in 1721, this lovingly restored Colonial home is located in the heart of old Arkham and offers private baths and full in-room breakfast. They do a good business offering "romantic weekend getaways" and "mid-week, stress relief" specials for harried couples on the North Shore. Tourists looking for lodging with ambiance while sightseeing Arkham and vicinity's colonial past find Covenside most agreeable. Rates are higher than most chain hotels, but the rooms have "character."

It's rumored that the portrait in the dining room is that of the original owner, and that his gaze rests on a secret fortune hidden somewhere in the room. No owner since has torn up the walls to find out the veracity of this old legend. This pleasant place is within walking distance of most of Arkham's historic sites.

714) SAINT MICHAEL'S CATHOLIC CHURCH

432 LICH STREET

Originally a Presbyterian Church, St. Michael's was purchased and consecrated over to the Catholic diocese in 1854.

During the 1920s and 1930s this church was heavily funded by infamous Arkham crime boss, and devout Catholic, Danny O'Bannion. After the departure of Father Paul Sheene, Father Paul Walsh took over, continuing to accept cash donations from O'Bannion in full knowledge of how it was gained. Walsh was also a very sick man and under the influence of the Insects from Shagghai (see the scenario in this book, "I Did What the Virgin Asked" for more information).

St. Michael's church and nearby parish orphanage were allegedly the scene of many sexual indiscretions committed on underage boys by Father Paul Walsh and his successors over the years, influenced by the twisted presence of the Insects from Shagghai. Miraculously (or perhaps tragically) the years of abuse seems to have flown under the radar of both media and church watchdog organizations.

Current pastor Father James Hollow is not under the direct influence of the Shan, but his junior priest, Father Shumway, is. Hollow is just now beginning to unravel the dark secrets possessed by his junior priest, and is in

discussion with Archdiocese officials in Boston as more suspicions surface.

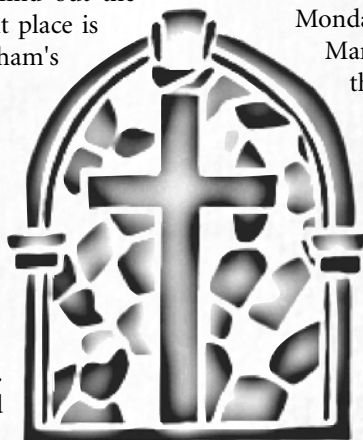
A secret concrete tunnel connects the rectory with the nearby parish community center, which was the parish orphanage when the tunnel was constructed by the late Father Walsh in the nineteen thirties. A small subterranean chamber in the middle of the tunnel has been the scene of many past iniquities. Father Hollow is unaware of the tunnel and secret room, but Father Shumway (under influence of the Shan) has recently rediscovered the passage and plans to put it to ill use, following in the footsteps of his predecessor, Father Walsh.

715) ELLEN S. DRAPER ELEMENTARY

373 SOUTH POWDER MILL STREET

Grades 1-5 and Kindergarten meet here from the last Monday in August to the first Friday in June.

Many teachers have noticed a steep jump in the number of special education kids and students with dramatic physical defects. Though it could hurt their careers, several of these teachers would be willing to speak with investigators.



716) ARKHAM AUTO SUPPLY & SERVICE

348 SOUTH SENTINEL STREET

A modern-day temple to the American religion of automobile-worship. Parts and accessories, tires and wheels for all your automotive needs. Attached to the retail store is a full service repair and collision center for those lacking the requisite skill to install parts, repair damaged vehicles, etc. A full-detail car wash and cleaning service rounds out the automotive offerings.

Arkham Auto is a success with the subset of Arkham's young males who own and take great pride in their vehicles, transforming production-line models into custom street machines. The store also has a very good relationship with the Arkham police, reporting any suspicious damage to motor vehicles or any vehicle-related activity that raises an eyebrow of dubiety.

717) HO WAT PHUN ORIENTAL MARKET

152 EAST COLLEGE STREET

A taste of the exotic East in Arkham. A charming, atmospheric place to purchase genuine ingredients for

authentic Asian cuisine, including bok choy, century eggs, tobi nuts, bamboo shoots, jasmine rice, and even shark fins.

Proprietor Wang Lee moved his business east from San Francisco after some undisclosed trouble some years back, reportedly with the Chinese underworld. Lee is an expert martial artist although he has never had to use these skills on anyone in Arkham.

Lee is occasionally visited by his longtime trucker friend Mack Burton; Lee will close up shop early and the two will sit in the back room drinking and reminiscing about outrageous early adventures together. Occasionally they'll spend time at Sin Fan's Laundromat (entry 911), with Lee vouching for his Caucasian buddy Burton. For his part, Burton is a brawny wisecracker with a heart of gold. He's got a knack for getting himself into trouble of the strangest sorts.

WANG LEE, affable grocer and martial artist, age 56

STR 12 CON 14 SIZ 12 INT 15 POW 16
DEX 17 APP 15 EDU 14 SAN 75 HP 13

Damage Bonus: none.

Weapons: Machete 58%, damage 1D8 + db
9mm Handgun 51%, damage 1D10.

Skills: Bargain 60%, Cthulhu Mythos 5%, Dodge 55%, Hide 22%, Martial Arts 70%, Occult (Chinese mysticism) 43%, Other Language (Mandarin Chinese) 70%, Sneak 51%.

MACK BURTON, loudmouthed trucker, age 57

STR 15 CON 16 SIZ 16 INT 13 POW 12
DEX 11 APP 15 EDU 10 SAN 60 HP 16

Damage Bonus: +1D4.

Weapons: Fighting knife 55%, damage 1D4+2+db.

Skills: Bargain 65%, Cthulhu Mythos 2%, Drive Truck 70%, Fast Talk 55%, Handgun 40%, Occult (Chinese mysticism) 28%, Operate Heavy Machinery 30%, Sneak 40%, Throw 85%.

718) BLAKEMAN HOUSE

103 EAST PICKMAN STREET

An elegantly restored 18th century home located just a short walk from Miskatonic University (though not affiliated with MU). The hotel offers air-conditioned rooms with private baths and four poster beds. Historically there is no "Blakeman" or even "Blake" associated with the house; the owners thought it sounded classy and (correctly) assumed the moniker would attract the desired clientele.

719) THE WITCH HOUSE

197 EAST PICKMAN ST.

Arkham's oldest home once sat on this spot, until its demolition by workmen back in 1931. Known then as "the witch house," the decrepit place originally was the home of infamous Arkham witch Keziah Mason. By that time, the witch house was so dilapidated from age, weathering, and lack of maintenance that it had to be destroyed. Workmen tearing the place down were shocked to discover a hidden crawlspace filled with skeletal human remains. So disturbed was the landlord at this grim find that he had the local priest – a Father Iwanicki – bless the lot after the timber and debris had been hauled away. Upon the landowner's death, the lot was willed to the Catholic Archdiocese of Boston.

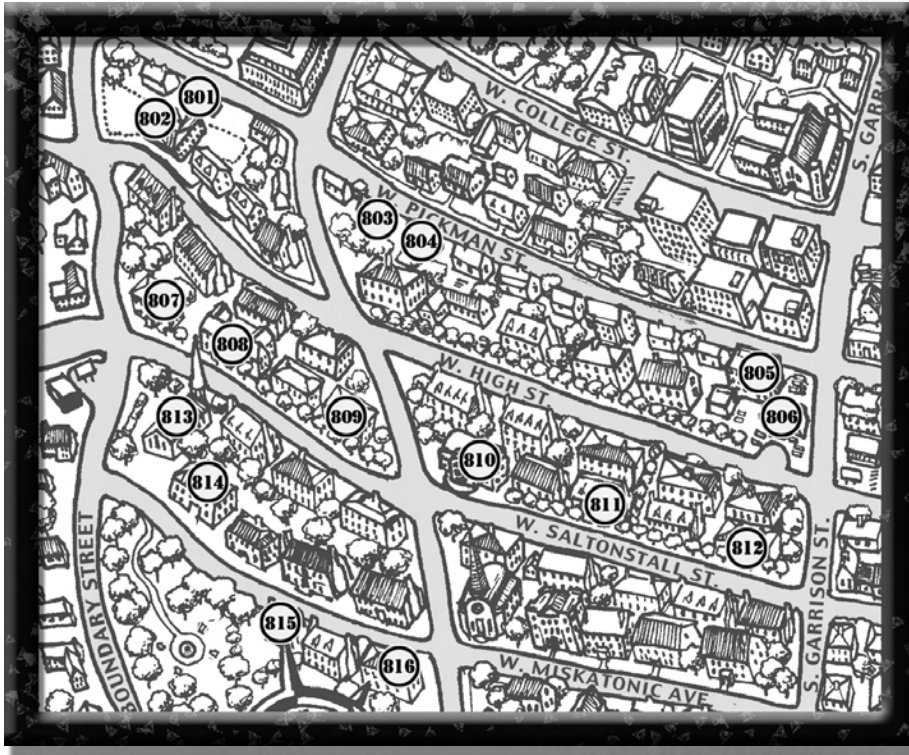
The Archdiocese held on to the land for many years, eventually selling it off just a few years ago as one of many property divestments to raise funds in the wake of the clergy sex-abuse scandal that has rocked greater Boston's Catholic community.

Arkham Independent Real Estate (entry 710) picked up the property and in turn recently sold the lot to game designer and California transplant Peter Sandison. Following the guidance of his "personal spiritual advisor" (a tarot card reader in nearby Salem, Massachusetts) and hiring a very patient architect, the designer soon erected a dwelling uncannily similar to the old Witch House. The resemblance startled some of the old-timers still in the neighborhood, who would make the sign of the cross when walking by the place.

Newly revived ancient menace Keziah Mason (see "The Evil Coven" page XXX) would very much like to re-occupy her old haunt, and frequently stands on the sidewalk in the dead of night, staring up at Sandison's window where the engineer tosses and turns in his sleep.

UPTOWN

The highest priced, most exclusive neighborhood in Arkham, property rates here are skyrocket-high. The streets and sidewalks of this neighborhood are noticeably better than other places in town. Expensive luxury SUVs, roadsters, and European sedans gleam in driveways. Most homes are burglar-alarmed; some are walled and gated. Many landscapers make their year's money working on the yards and gardens here during the spring and summer. Most of the residents here don't have the slightest idea who their neighbors are, what they do for a living, or when they are or are not at home. Most of the residents, absorbed in their own lives and careers, like this arrangement just fine. Consequently, despite burglar alarms, noisy dogs, and pesky landscaping workers, committing a felony here and getting away with it is easier than in some other Arkham neighborhoods, provided one knows how to disable driveway cameras and motion sensors.



Uptown Map

Uptown

801) SHEPPARD RESIDENCE

587 WEST PICKMAN STREET

Home of the shattered Sheppard family and their ghoulish son who is presently locked in the cellar. See the scenario *Lonely Hearts (Taste Great)*, for more about this family's disintegration and madness.

802) MANTON MIDDLE SCHOOL

602 WEST HIGH STREET

Named after Arkham educator Joel Manton, who was one of the city's best superintendents until the day he disappeared without a trace back in 1942. Grades 6-8 meet here from the last Monday in August to the first Friday in June.

803) ARKHAM CLUB

411 WEST HIGH STREET



Lyman Frost

An impressive Georgian mansion with an impressive membership roster. Wood paneling, gleaming hardwood floors, plush carpets and velvet drapes abound. Private meeting rooms host both large and small groups, including an elegant board room for business meetings of consequence. Membership by invitation only, extended by the Membership Committee at the behest of a current member in good standing. Annual dues are beyond the means of most Arkhamites. Bank president Lyman Frost is a prominent member of the Club, as is University president Jane Harrington. A secret staircase

behind a bookshelf in the Library leads to a small, secret inner lounge, a fascinating holdover from Prohibition days. These days the staff unimaginatively uses the space to store unused linens and cleaning supplies.



804) LYMAN FROST

299 WEST PICKMAN STREET

The President of Northern Bank, Frost lives with his wife in a large, richly furnished mansion. Tall estate walls, winding driveway, and a large, wrought iron gate shield most views of the house from the street. A wall vault behind a framed floral print in the master bedroom holds several hundred thousand dollars in cash, critical personal papers, and several handguns. Frost also keeps a handgun in the small drawer of his bedside nightstand. "For security," he assures his wife. Nothing in the house betrays Frost's secret avocation beneath the floors of Northern Bank or of his relationship with the ghouls who visit Arkham.

Frost maintains a secret dungeon/temple beneath the vault of the Northern Bank building, and is connected to Arkham's ghoul population. To keep up his façade of prosperous, upstanding citizen he will ruthlessly attempt to eliminate anyone who could reveal his true personage to the community.

His generous contributions and support of local law enforcement will make police very hesitant to move against the man, if accusations are not backed up with hard evidence.

His wife, Annette, is clueless about her husband's activities.

LYMAN FROST, bank president, age 52

| | | | | |
|--------|--------|--------|--------|--------|
| STR 13 | CON 13 | SIZ 12 | INT 15 | POW 18 |
| DEX 10 | APP 16 | EDU 16 | SAN 0 | HP 13 |

Damage Bonus: +1D4.

Weapons: Fist/Punch 40%, damage 1D3+1D4

Butcher knife 42%, damage 1D6+1D4

.38 Automatic 40%, damage 1D10.

Spells: Contact Ghoul; Dominate.

Skills: Accounting 60%, Bargain 55%, Credit Rating 75%, Cthulhu Mythos 25%, Drive Automobile 50%, Fast Talk 55%, Library Use 55%, Occult 60%, Persuade 75%, Psychology 55%, Swim 50%.

805) NORTHEAST PLUMBING AND SUPPLY

111 WEST PICKMAN STREET

Don't let the pedestrian business name fool you: one of New England's largest installers and distributors of plumbing, cooling, heating, and piping products—a multi-million dollar enterprise. Licensed for residential, commercial, and industrial applications. The ground floor of this multi-level business serves as retail showroom space for the latest fireplaces, designer baths, air conditioning units, vanities and toilets, sump pumps,

etc. The upper floors stock thousands of parts ranging from basic toilet flush valves to advanced bioprocessing components for pharmaceutical manufacture machinery. The topmost floors serve as office and executive space. A fenced-in back lot houses the company's fleet of service trucks.

806) PUFFER'S DRIVING SCHOOL

122 WEST HIGH STREET

Educating the Commonwealth's newest drivers for over twelve years. Mrs. Puffer is an easygoing woman whose steady, calm voice and nerves of steel are a great support to nervous young drivers. Her charges assiduously adhere to the speed limit, signal at every turn, and will no doubt be a great nuisance to Investigators engaged in a car chase on the streets of Arkham.



Kenny and Arnold Baler

807) ARKHAM VISITING NURSE ASSOCIATION, INC.

662 WEST SALTONSTALL STREET

Providing home care service seven days a week, including nursing, physical therapy, occupational therapy, speech therapy, and homemakers. Nurses here might bond tightly with certain clients who may leave everything they have in the world to them – including their libraries. Clients on their deathbeds may have last minute confessions or terrible secrets to reveal.

808) WHITECHAPEL TERRACE

602 WEST SALTONSTALL STREET

Formerly the Whitechapel Nursing Home, this not-for-profit, residential care facility has been serving Arkham for nearly a century. Known locally as "the Terrace," it provides 24-hour staffing, with a registered nurse on duty at all times. Care here is excellent and expensive. Its grounds are expansive, well manicured, and green with wide lawns and small copses of broadleaf trees. A low, white stucco wall surrounds the property, easily surpassed with a successful **Climb** roll or even a **Jump** roll for an Investigator with a healthy running start.

Whitechapel Terrace has 160 beds, plus another dozen beds in its Alzheimer's Care Unit, a completely self-contained and secure section, but presently, there is a seven year wait for residency here once one has applied.

Arkham witch-cult member Jennifer Tilstrom resides here, sole surviving mortal member of the cult from the early twentieth century.

809) RESIDENTIAL HOME

522 WEST SALTONSTALL STREET

A fine old house, well-maintained. Currently owned and occupied by the Sherman family, owners of a large pet store chain.

810) KINGDOM HALL OF JEHOVAH'S WITNESSES

432 WEST SALTONSTALL STREET

Local meeting place for this Christian denomination. The Witnesses can often be seen making rounds in area neighborhoods, religious tracts in hand, going door to door to spread the Good News to all who are receptive. Meetings at the Hall thrice weekly: once on Sunday and twice during the week.

811) BAKER FUNERAL HOME

276 WEST SALTONSTALL STREET

A very splendid, Georgian-looking interior gives funerals here an increased sense of drama and dignity. Funeral services are handled very professionally but fees are quite steep. Three of the town's best morticians work here. They also handle dead body removal from death scenes.

The Baker brothers Kenny and Arnold learned the trade from their fathers while they were in middle school. These two are skilled artisans with a corpse, and have a fantastic reputation around town. They can prepare almost any cadaver for an open casket funeral.

KENNY BAKER, mortician, age 33

| | | | | |
|--------|--------|--------|--------|--------|
| STR 15 | CON 16 | SIZ 13 | INT 13 | POW 12 |
| DEX 18 | APP 12 | EDU 16 | SAN 70 | HP 14 |

Quote: "What do you think big brother?"

Skills: Embalm 87%, Art (Makeup) 68%.

ARNOLD BAKER, mortician, age 39

| | | | | |
|--------|--------|--------|--------|--------|
| STR 15 | CON 14 | SIZ 11 | INT 15 | POW 12 |
| DEX 18 | APP 12 | EDU 12 | SAN 70 | HP 13 |

Quote: "What do you think little brother?"

Skills: Embalm 87%, Art (Makeup) 68%.

The brothers have preserved their dad's eyes in a solution, which stare at the two men while they perform the trade he taught them. Because of their father's tutoring, the two men never dwell on the reason for death of their customers. This has saved them a great deal of sanity over the years.

812) P. MEARLS, ATTORNEY AT LAW

118 WEST SALTONSTALL STREET

Specializing in property, wills and estates. Attorney Mearls had a full career as an assistant district attorney for Essex county for 20 years before switching to private practice. In his late fifties, Mearls now enjoys the slower pace and less stressful task of sorting out wills, negotiating properties through probate, and distributing assets to surviving family members. He retains many contacts in high places throughout the Massachusetts law enforcement and judicial systems.

Very occasionally, a last will and testament left by a client may require clarification, a distant property may need investigation, or strange artifacts delivered to associates of the deceased; as such, Mearls may contact Investigators as beneficiaries to a will or as a potential employer, having heard of their unique skills and backgrounds.

813) FIRST PRESBYTERIAN CHURCH

657 WEST SALTONSTALL STREET

The building dates to 1854, but the church itself was actually founded in 1801 at another site. Reverend Andrew Goodwin leads the congregation, with several of whom he has been inappropriately involved.

814) ESSEX INN

680 WEST MISKATONIC AVENUE

Built for grander times, this beautiful old house is meticulously maintained as a bed and breakfast by the owners. There are four well-appointed bedrooms done up in colonial or federalist style. Modern amenities include cable television and telephone in each bedroom; each bedroom has its own small bathroom. A communal dining room serves continental breakfast each morning. A small lot behind the house affords parking for boarders.

The owners are transplants from Long Island, living a lifelong dream of owning a New England bed and breakfast. In business going on four years, they know little of Arkham's history. Room rates are higher than area hotels but the Essex Inn seldom lacks for boarders seeking a "genuine New England experience." Rooms book months in advance when Miskatonic University holds graduation ceremonies the second weekend in May.

815) DEAN BELLAIRS HOME

507 WEST MISKATONIC AVENUE

Home to horror novelist Dean Bellairs. An atheist and strict skeptic, Bellairs finds great profit in mining local tales of the region's haunted past for his modern thrillers. He can often be found poring over old records in the town and university libraries, walking the neighborhood deep in thought, or feverishly typing late into the night. A prolific paperback wordsmith, the man has 21 published novels to his credit, and lives very comfortably.

Currently Bellairs is researching stories of Arkham's reputed colonial-era witch cult with the aim of weaving a yarn concerning the witch-cult's revival in the modern day. The author has no idea (yet) how closely he is cleaving to the truth; he may soon attract unwanted attention from the revived coven's adherents.

816) DR. DENNIS FRIESLINGER AND GRETCHEN FENTON

417 WEST MISKATONIC AVENUE

The former home of Dr. Henry Armitage, this large Edwardian house was purchased by Miskatonic's Dr. Dennis Frieslinger (entry 606) when he married international psychic investigator Gretchen Fenton. Many odd souvenirs and photographs from Dr. Frieslinger's cryptozoological expeditions and Fenton's strange career are showcased here.

As a child in rural England, Gretchen Fenton had an acute sense of perception. During puberty she developed powers of clairvoyance and psychometry. Gretchen soon put her powers to work assisting British police departments with missing person cases and even murders. To placate the skepticism of non-believers she maintains an air of acute professionalism. She is often called upon to debunk charlatans.

A little over a decade ago, she arrived in America to help the FBI solve a seemingly impossible case. When she proved instrumental in cracking the open the mystery, Gretchen was invited to appear on a late-night cable TV talk show. That night, she met Cryptozoologist Dennis Frieslinger; the mutual attraction was immediate and, after an intense and brief courtship, they were married.

The couple settled in Arkham, where she occasionally assists the local law enforcement community. Gretchen has yet to investigate the rumored appearance of Dr. Armitage's ghost in the university library.

GRETCHEN FENTON, psychic investigator, age 34

STR 11 CON 14 SIZ 08 INT 16 POW 20
DEX 13 APP 13 EDU 16 SAN 79 HP 12

Damage Bonus: none.

Weapons: Contact Taser 60%, damage stun 2D10 minutes.

Skills: Art (Pottery) 40%, Bargain 25%, Clairvoyance* 85%, Computer Use 25%, Credit Rating 35%, Drive Automobile 25%, Hide 30%, History 55%, Law 40%, Library Use 50%, Listen 45%, Occult 35%, Persuade 50%, Psychology 65%, Psychometry* 70%, Sneak 35%, Spot Hidden 45%, Swim 35%.

*Treat psychic powers as spells: Clairvoyance requires 8 magic points and Psychometry, 10 magic points. Each requires a Sanity check, with losses proportionate to the past experience witnessed.

The diminutive Ms. Fenton is a kind-hearted woman who takes her unique talents very seriously. She is occasionally haunted by some of the unspeakable horrors she has been called upon to solve - and their perpetrators.



817) ST. PETER'S LUTHERAN CHURCH

657 WEST WASHINGTON STREET

When the Reserved Congregational Church broke up in 1960, the Lutherans purchased this building. Pastor Roger Hallburg currently presides over the congregation.

Forgotten in a stack of moldering binders in the basement is the rotting journal of long-gone pastor Wharton Armbruster. The journal details in the cleric's own hand his embezzlement of churchgoer donations from the rebuilding of the church back in 1909. The funds - originally slated to build a much higher steeple than the existing one - instead inexplicably went to an obscure Boston-based organization called the "Chapel of Contemplation." Armbruster's journal hints darkly at his clandestine involvement with this other church; details are left to the Keeper.

Lower Southside

LOWER SOUTHSIDE

Arkham's Asian community is packed into the same tenements that housed earlier waves of European immigrants almost a century ago. The twisting streets are riddled with potholes and many streetlamps are out. Crime has been on the rise over the last five years, notably serious crime such as violent assaults and arson. Litter fills the streets and sidewalks; losing lottery tickets, crumpled cigarette packages and beer bottles gather at curbsides.

The small streets and frequent, winding alleys make it an easy place for criminals to snatch something (or someone) and flee. Several Asian prostitutes work the streets most nights, their pimps lurking nearby in doorways or cruising in ridiculously small, low to the ground, tricked out compact cars. All this in picturesque, "quaint little Arkham."

South French Hill Street is no place to be found after dark.



Lower Southside Map

901) M.S.P.C.A.

537 SOUTH GARRISON STREET

Headquartered in decaying, once-proud old mansion, Arkham's Massachusetts Society for the Prevention of Cruelty to Animals building has a large back yard here where stray and abandoned dogs and cats roam. Inside, many more of these animals are kept in kennels and crates for up to two months before they are euthanized. Accepted candidates are given the animal of their choice at no cost; but a donation is always appreciated.

902) LARKIN INSTITUTE

766 EAST PICKMAN STREET

What once was a progressive mental health institute is now little more than a place where mostly depressed and spoiled upper-class Arkhamites can come and tell psychologists and therapists about their ennui. The area around the institute is atypical for this part of the city, with a lush lawn, woods and building surrounding it. Larkin Institute only accepts private insurance, and services here are on an outpatient basis only.

Two psychiatrists and five psychologists work here. Psychologist Martin Werner is tired of listening to petty problem after petty problem, and longs for a tough case. Should a player-Investigator have a session with Werner and talk about their horror and growing madness, he will work very hard with the patient.

MARTIN WERNER, psychologist, age 44

STR 11 CON 14 SIZ 12 INT 14 POW 12
DEX 11 APP 12 EDU 20 SAN 75 HP 13

Quote: "I see..."

Damage Bonus: none.

Weapons: none.

Werner has a small and rustic home on East Miskatonic Avenue, which he shares with his wife and three daughters. This house is his prized possession, along with the dozens of chess sets he has around the place. His office also sports twelve chess sets. Very rarely does he ever play chess.

He wants very much to have a complex case and write a novel based on the sessions.

903) WAFFLE WORLD

709 EAST HIGH STREET

Waffle World's menu is exclusively breakfast fare, with coffee served from a bottomless pot; open 24 hours a day, every day of the year. An off-duty police officer usually makes extra money by working a security detail from 10:00 pm - 6 am every night. The place is popular with truckers, artists, teenagers, and third-shifters. The



Arkham Pet Cemetery

kitchen and wait staff changes constantly due to low pay, lousy hours, and meager benefits.

904) ARKHAM PET CEMETERY

522 WALNUT STREET

Site of a long-disused Polish Catholic church, the decaying church building was demolished in the mid-1970s and was a vacant lot for years, a chain-link bordered, weed-choked, litter-strewn eyesore that attracted criminal behavior. The land was finally purchased and converted into spiritual grounds of a different sort – a final resting place for beloved animal companions.

Animal lovers who want a memorial for their departed friend can have a burial for the animal, (at a rather high fee), and a beautifully done grave marker. The upkeep of the internment is \$50.00 a month.

Arkham's ghouls plunder this place as a snacking spot of last resort, vastly preferring the taste of human remains over that of animals. There is no surface entry to the underground as all violations occur from below.



905) STEWARDSHIP BANK OF BOSTON

574 WALNUT STREET

Hours are from 9am to 5:30pm, Monday to Friday, with Saturday hours of 9 to noon. There are six ATM machines from Stewardship alone in town; not including the drive-thru and walkup inside the building. Both accessible 24-hours a day, but require a debit or credit card for entry.

906) WORK OUT UNIVERSE

552 SOUTH POWDER MILL STREET

A large three-floor gymnasium with pool, sauna, handball, inside track, free weights and exercise machine room. Membership is open to anyone over eighteen years of age. There is a one time joining fee of \$200, and a \$20.00 per month charged to one's credit or debit card.

The place is most crowded during January and February. After six months of steady weight lifting, a player may add one point to Strength and one point to SIZ, (then one per year up to three more total), if the Keeper sees fit. Despite rumors, no steroid dealers are working the gym.

907) SACRED HEART CHURCH

554 SOUTH FRENCH HILL STREET

A group of derelicts makes its home in this abandoned Catholic Church. There have been many close calls over the years, such as when a small fire almost burned out of control one cold winter night several years ago. Some day the group will not be so lucky.

Unbeknownst to all there are catacombs beneath the church, sealed off decades ago. Records of the catacomb's existence, and for those interred within, are likewise buried and forgotten somewhere in the yellowed files of the Archdiocese of Boston. A small trap door in the basement, covered over by a layer of concrete, leads to these forgotten subterranean chambers. That concrete is old and has badly chipped, cracked, and flaked with the passage of time and the shifting of the building over the years. What may be lurking down here, hidden down here, or waiting to be released by the inquisitive is left to the Keeper's imagination.



SIX DERELICTS

| | STR | CON | SIZ | DEX | POW | HP |
|-------|-----|-----|-----|-----|-----|----|
| One | 09 | 11 | 12 | 13 | 11 | 13 |
| Two | 16 | 16 | 16 | 12 | 14 | 16 |
| Three | 07 | 10 | 12 | 15 | 12 | 11 |
| Four | 12 | 11 | 14 | 11 | 12 | 14 |
| Five | 09 | 12 | 13 | 11 | 12 | 13 |
| Six | 11 | 13 | 13 | 12 | 11 | 13 |

Damage Bonus: none.

Weapons: Impromptu Club, 45%, damage 1D6.

Skills: Hide 60%, Listen 40%, Sneak 40%, Spot Hidden 30%.

These derelicts mill about the abandoned church in pairs or small groups, keeping to themselves. They are mostly harmless, but two of the men are unknowingly infected by Hepatitis B. They know how to shut their mouth, or help someone out, for a price.

908) SPRAWL-MART

549 SOUTH FRENCH HILL STREET

Where once stood proud old homes, now sits this behemoth box store and its parking lot. This chain is famous for entering a town like Arkham and sharply discounting their products so as to put local retailers out of business. Poorly crafted, generic, and overseas sweatshop-made products of all types are the stock-in-trade here. Just about any standard grocery or department store item may be found here, from clothing to household goods to pet supplies, though those seeking high quality, designer wares will be left wanting. There is a book selection, but it features only the popular bestsellers of the month, supplemented with Christian inspirational paperbacks and cookbooks.

Due to strict state firearms laws, Massachusetts Sprawl-Mart locations do not sell guns. However as part of their hunting, camping and sporting goods lines, they do supply highly realistic looking pellet and paintball guns. In terms of legal punishment, using one of these weapons in commission of a crime is no different than using a real firearm. Sprawl-Mart is always hiring, typically those with low education and slim chances of other employment. Therefore true customer service here is as rare as a dreamless night in Kingsport. Wages are low, benefits are scant, and turnover is high. Despite this, Sprawl-Mart is the worldwide leader in retail sales, with an army of employees and market clout that shakes Wall Street with the least shifting of its collective assets.

909) EYE OF AMARA SOCIETY

131 EAST SALTONSTALL STREET

This occultists' haven boasts a heritage extending as far back as the 1920s, when it was founded by self-proclaimed mystic Jason Gaspard. Whether or not Gaspard truly attuned himself to the wisdom of the "Secret, Sacred Masters" and ascended to a higher plane of being is unknown; regardless his memory is revered by the current Society, with the highest ranking members known as "Gaspardians."

Gaspard himself dropped out of sight in the 1940s – some assert that he moved to England to assist witches there with spells to protect Great Britain from German bombers, while others may have learned the truth that Gaspard fled to Canada to avoid the Internal Revenue Service: while taking in member dues and living reasonably well off them, Gaspard never paid taxes.

In the 1960s, the Society enjoyed a boom in membership as the decade spawned intense interest in Eastern mysticism, western occultism, and psychedelic experiences. The 1970s likewise saw steady activity for the Eye of Amara, its members exploring outré philosophies and weird rituals taken from every source imaginable. Members feuded in a war of words with self-proclaimed, new-age witches in nearby Salem and publicity-seeking Satanic churches as far away as California. Occult-oriented magazines such as *Fate* and the *Fortean Times* eagerly publicized the supposed exploits and findings of Amara members and their bickering with other occult organizations.

The 1980s witnessed a "Satanic panic" across the United States, fueled by television journalists and talk show hosts looking for easy ratings and a plethora of supposed victims of satanic abuse and self-proclaimed "occult investigators" emerging from the ranks of the police. Though it was all absurdity and hysteria, the Eye of Amara found itself the focus of unwanted attention; membership dropped as adherents found themselves tiring of the silliness or were genuinely frightened away by the admonitions of modern-day witch-hunters.

By the mid-nineties and forward, the Eye of Amara Society seems to have found itself again, returning to its roots as a haven for esoterically-minded artists, writers, academicians, and white-collar professionals. Group leader Jennifer Vance claims to be a direct descendant of Society founder Jason Gaspard, but this claim goes unverified. Like her twenties-era predecessor, however, Vance has found living off of the membership fees of adherents to be a very comfortable way to exist, while she keeps them coming by hosting weekly meetings on every esoteric subject imaginable.

Vance has also developed an "Eye of Amara" website, where the Society espouses its philosophy of mystical

attunement with the cosmic mysteries (successful **Occult** roll to understand any of it) and sells "affiliate memberships" to anyone with \$200. Unbeknownst to other Society members, Vance has also been selling off valuable copies of the group's library on online auction sites. Already several very expensive and potentially dangerous texts have fetched high prices. Vance has used them for a down payment on a nice sports car.

Before Vance, the Eye of Amara library held copies of the Liber Iovonis, the Sussex Manuscript, the Ponape Scriptures, the Eltdown Shards, Frasier's Golden Bough and Murray's Witch-Cults in Modern Europe. Which of these remain and which have been released to online buyers (and who those buyers may be) is up to the Keeper.

As it has since its founding, the Eye of Amara is headquartered in a beautiful but aging Victorian house. Vance contracts outside workers to keep up repairs and mow the lawn, but is not overly fastidious in her care of the structure. Other Eye of Amara Society members are wondering where all the membership fees go. They've noticed Vance's new car, and also the fact that she does not seem to have a regular job. So far, dissenting voices have only whispered, but discovery of the online book sales may transform said whispers to shouts of furious, open dissent and calls for Vance's ouster.

JENNIFER VANCE, modern day mystic, age 33

| | | | | |
|--------|--------|--------|--------|--------|
| STR 12 | CON 12 | SIZ 11 | INT 15 | POW 16 |
| DEX 15 | APP 15 | EDU 12 | SAN 77 | HP 12 |

Damage Bonus: none.

Weapons: none.

Skills: Accounting 35%, Anthropology 40%, Archaeology 10%, Computer Use 30%, Credit Rating 25%, Cthulhu Mythos 03%, Fast Talk 65%, Occult 60%, Persuade 60%, Psychology 35%.



910) FOUNTAINVIEW APARTMENTS

648 WALNUT STREET

Three five-story apartment buildings facing three large fountains, built in 1976. Despite the pleasant exterior, these are low end, poorly built apartments. Many of the units have the same wallpaper originally put up in 1976 – stars, stripes, American bald eagles, Liberty Bells, etc.

Forty residents of New Orleans were housed here after Hurricane Katrina displaced them. Most of the refugees have decided to stay in the relatively safer Arkham. This has become one of the more dangerous, higher crime areas in town.

911) SIN FAN LAUNDRY

620 SOUTH FRENCH HILL STREET

Personalized, expert laundry service. Also a very profitable, illegal little gambling den in the basement of this place. Laundry is accepted from all comers; only Asians “in the know” are allowed into the rear gambling parlor. Two very beefy armed guards stand by the door at all times (more than one laundry customer has silently wondered about the two rough-looking Asian guys always standing there) and two more guards watch the den itself. Police have no idea about the place, but would quickly mobilize to raid the establishment if they did.

In the gambling den, tempers have occasionally flared over losing bets, prompting more than one beating in the alley behind the laundry. In the cellar, below the concrete, four people are buried.

Sin Fan, the Laundromat owner and gambling boss, enjoys his dual-existence, with one foot in legitimate business and the other knee-deep in criminal enterprise. It’s rumored Sin Fan has contacts with Boston’s Chinatown gangsters, and sends them tribute money. In return, Sin Fan could call in their muscle if needed (so far he hasn’t) and also has several places in Chinatown to hide if necessary.

TYPICAL GUARD, age 25

| | | | | |
|--------|--------|--------|--------|--------|
| STR 16 | CON 14 | SIZ 16 | INT 10 | POW 09 |
| DEX 15 | APP 09 | EDU 9 | SAN 55 | HP 15 |

Damage Bonus: +1D4.

Weapons: fist 50%, damage 1D4+1D4

Handgun: 55%, damage 1D8

Kick: 75%, damage 1D6 + 1D4.

Skills: Intimidate 60%, Follow Fan’s orders 90%.

SIN FAN, fine launderer and nefarious gambling boss

| | | | | |
|--------|--------|--------|--------|--------|
| STR 13 | CON 10 | SIZ 11 | INT 15 | POW 14 |
| DEX 15 | APP 09 | EDU 12 | SAN 60 | HP 11 |

Damage Bonus: +1D4.

Weapons: fist 50%, damage 1D4+1D4

Kick: 75%, damage 1D6 + 1D4

Handgun: 55%, damage 1D8

Butterfly knife: 35%, damage 1D4 + db + impale.

Skills: Accounting 60%, Bargain 40%, Conceal 60%, Fast Talk 35%, Launder Clothes 75%, Listen 40%, Martial Arts 35%, Persuade 50%, Psychology 60%, Roll Cigarettes 75%, Spot Hidden 60%.

Fan is in his early 60’s, with thinning black hair going gray, plastered to his balding pate. He is thin and cave-chested, and smokes too many self-rolled, unfiltered cigarettes. Gold and jade charms hang about his neck, and he habitually wears loafers, white socks, tan

Dickie pants, and a white sleeveless (“wifebeater”) t-shirt. In colder months Sin will throw a warm gray flannel shirt over his top. Old, faded tattoos on his forearms tell of a previous life in Hong Kong’s underworld. His lined, smiling face conceals an avaricious and thuggish character. Though never a hulking bruiser, Fan is no stranger to violence, and has done his share of harm with gun and knife.

Despite his criminal bent he is an excellent launderer. He is also superstitious. Fan’s two grown sons serve him as enforcers and help him run the Laundromat and the gambling den. His wife, a chubby Asian woman in her late fifties, is aware of her husband’s activities but turns a blind eye and ear to all.

912) SALADINO'S RESTAURANT

689 SOUTH POWDER MILL STREET

Serving fine Italian cuisine, with take-out service. Open daily, 4:30pm - 10:30pm (Friday and Saturday until 11:00pm). Street crime is rare around Saladino’s as the kitchen staff is a tough bunch from Boston’s North End and take harassment of their restaurant patrons very seriously. A small lot behind the restaurant offers safe parking, as the rear entrance from the lot to the kitchen is usually left open for ventilation on all but the coldest nights. Would-be car thieves or hooligans in the lot are chased away by angry prep chefs with cleavers, and the cops get called. Despite many rumors in town, the mafia does not own the eatery.

913) ILLEGAL PLASTIC SURGEON

615 SOUTH FRENCH HILL STREET

In this second floor, five-room apartment can be found husband and wife Phon and Lin Dien, two unlicensed, amateur plastic surgeons from Vietnam. Both work part time at the U-Need-It Medical Supply Warehouse, (entry 1015), where they judiciously steal what they need for their illegal clinic. In these most unsanitary premises, the husband and wife team use ether to put their patients to sleep and then perform incompetent, unsanitary and very shoddy work at best.

Several of the women who have foolishly gone under the knife of these two have been shocked and furious at the results, but have no legal recourse. Still, there seems to be no shortage of customers, as women “wanting to look their best” yet with little financial means have found licensed professionals prohibitively expensive. When vanity overrides common sense, Phon and Lin Dien are eager to assist.

PHON DIEN, illegal plastic surgeon, age 34

STR 10 CON 14 SIZ 10 INT 14 POW 13
DEX 13 APP 11 EDU 8 SAN 75 HP 12

Damage Bonus: none.

Weapons: Scalpel 40%, damage 1D4

.32 revolver 20%, damage 1D8.

Skills: Credit Rating 15%, Drive Automobile 25%, First Aid 40%, Hide 60%, Medicine 30%, Persuade 50%, Sneak 65%, Spot Hidden 45%, Surgery 25%.

Phon fled his home in Ho Chi Min City twenty years ago after police closed in on his abortion clinic there. Both he and his wife are wanted for multiple counts of murder back home, after 13 women serviced in the clinic died of complications. He is completely unethical, amoral and a sociopath.

LIN DIEN, illegal plastic surgeon, age 28

STR 7 CON 12 SIZ 08 INT 13 POW 12
DEX 13 APP 8 EDU 6 SAN 55 HP 10

Damage Bonus: none.

Weapons: Scalpel 40%, damage 1D4.

Skills: Credit Rating 15%, Drive Automobile 25%, First Aid 40%, Hide 60%, Medicine 30%, Persuade 50%, Sneak 65%, Spot Hidden 45%, Surgery 25%.

Lin has been having a secret affair with her boss Gary Molina at U-Need-It Medical Supply, making it much easier to steal goods there. She is also a sociopath.

914) WILLIAM G. INGLES

184 EAST SALTONSTALL STREET

Living alongside his twin brother Beanie, William Ingles contemplates self-mutilation constantly. Once a famous ventriloquist in Las Vegas, he now sits and drinks as much as he can until blackout.

His brother never leaves his side - he can't. The very realistic looking dummy used in his act was actually a co-joined twin, the head at least, coming up from William's left wrist.

Beanie is only a head, and just the size of a grossly oversized fist. Somehow he uses the bigger brother's organs, and does not need to eat. He cannot speak but has a mental bond with William.

Dressing Beanie up in a tiny tuxedo and putting him in a ventriloquism act made them rich. But after a while, Beanie wanted to be the puppeteer and things quickly went south. The two are locked in a psychic battle for control of the one brain. Some nights Beanie keeps his brother up by babbling into his ear from dusk till dawn.

Should Ingles ever need to leave the house, he will wear a large flexi-cast over his hand. He is not frivolous one bit with his money, and probably will never come

close to being broke. He has very inexpensive tastes in alcohol.

WILLIAM INGLES, retired ventriloquist, age 49

STR 9 CON 9 SIZ 14 INT 16 POW 14
DEX 11 APP 7 EDU 16 SAN 21 HP 12

Quote: "If only I had the nerve to just lop you off..."

Damage Bonus: none.

Weapons: Brother Beanie's Bite damage 1D4

Skills: Credit Rating: 78% Ventriloquism 88% .



William Ingles

915) HALSEY PUBLIC ELEMENTARY SCHOOL

391 EAST MISKATONIC AVENUE

Educating grades kindergarten through fourth grade. Named for the heroic Miskatonic University administrator who gave his life in service to Arkham during the cholera epidemic over a century ago, the third grade curriculum devotes several afternoons to the story of this heroic doctor. A statue of Halsey - erected in 1985, and much more modest than the one gracing the University quad - looks benignly towards the playground. It has twice been tipped over by vandals and repaired.

916) MOON BEAM BOOKS

708 FRENCH HILL STREET

A haunt of lonely middle-aged men, this shop sells pornographic videos, DVDs, magazines, adult toys,

lotions, notions, and other decidedly non-puritanical wares. Anyone asking for anything bizarre or illegal will be asked to leave immediately. The store is monitored by closed circuit cameras in each corner of the shop. Proof of being over 18 years old is required at the door for entrance. The undisclosed fact that this shop is one of the most profitable mercantile establishments in town would shock many Arkhamites (or perhaps not). This run of prosperity may be ending, however, and not due to pressure from the community: online access to pornography has put a huge dent in the profitability of this enterprise.

917) CHRISTCHURCH CEMETERY

SOUTH EDGE OF TOWN

This non-denominational burial ground was opened in the 1920s, and is about half filled at the moment. At least it would seem so, but the ghouls have taken many of the bodies from below here. There is a large, old mausoleum half way into the grounds which serves as the ghouls egress to the outer world. Local artist Hagan Wilson is buried here, his body long since eaten.

Many of the Asian residents here will not go into this place. Most will only walk past it on the other side of the road. Many of their spiritual advisors have warned them about evil spirits coming from the ground here.



THE OUTSKIRTS

BEYOND ALL NEIGHBORHOODS

NORTH OUTSKIRTS

Still looking as it did many years ago, this region is heavily wooded and the population density and development is low. A wart among the arboreal beauty is the town dump, occupying a large section of cleared earth, heaped with trash and haunted by scores of hungry seagulls. Despite the waste management site, the area is still pleasant for old-fashioned Sunday drives, as long as it's not high summer and the dump is downwind. Locals are quietly pleased that new neighborhoods are not springing up in the district as they are in other areas of Arkham – the rural charm and relative isolation suits them just fine.

SOUTH OUTSKIRTS

Annexed by Arkham in 1962, this area was formerly known as the Unincorporated Essex County. South of Hangman's Creek and west of Harrison Parkway are many modern, neocolonial style homes in private, well maintained cul-de-sacs. Several industrial parks also occupy this territory between residential neighborhoods.

EAST OUTSKIRTS

Arkham annexed the land between the town limits and Hangman's Creek a decade ago from Essex County after lengthy court procedures. The land, including local landmark Crowninshield Manor, is now also owned by the town. Residents in this area reside in 1960s-era Cape style and Neo-colonial homes. Emergency services are notoriously slow to arrive here. Across the Miskatonic River lies a scattering of expensive riverside homes and old farmhouses, making it a scenic drive from here to Kingsport.

WEST OUTSKIRTS

Arkham's main route to Boston area is still Route 1A, and this access route naturally has attracted a good deal of growth over the years. The sprawling fields, lush green woods and even the land surrounding the city reservoir have been devoured by shopping centers, apartment complexes and professional centers.

1001) BILLINGTON STATE FOREST

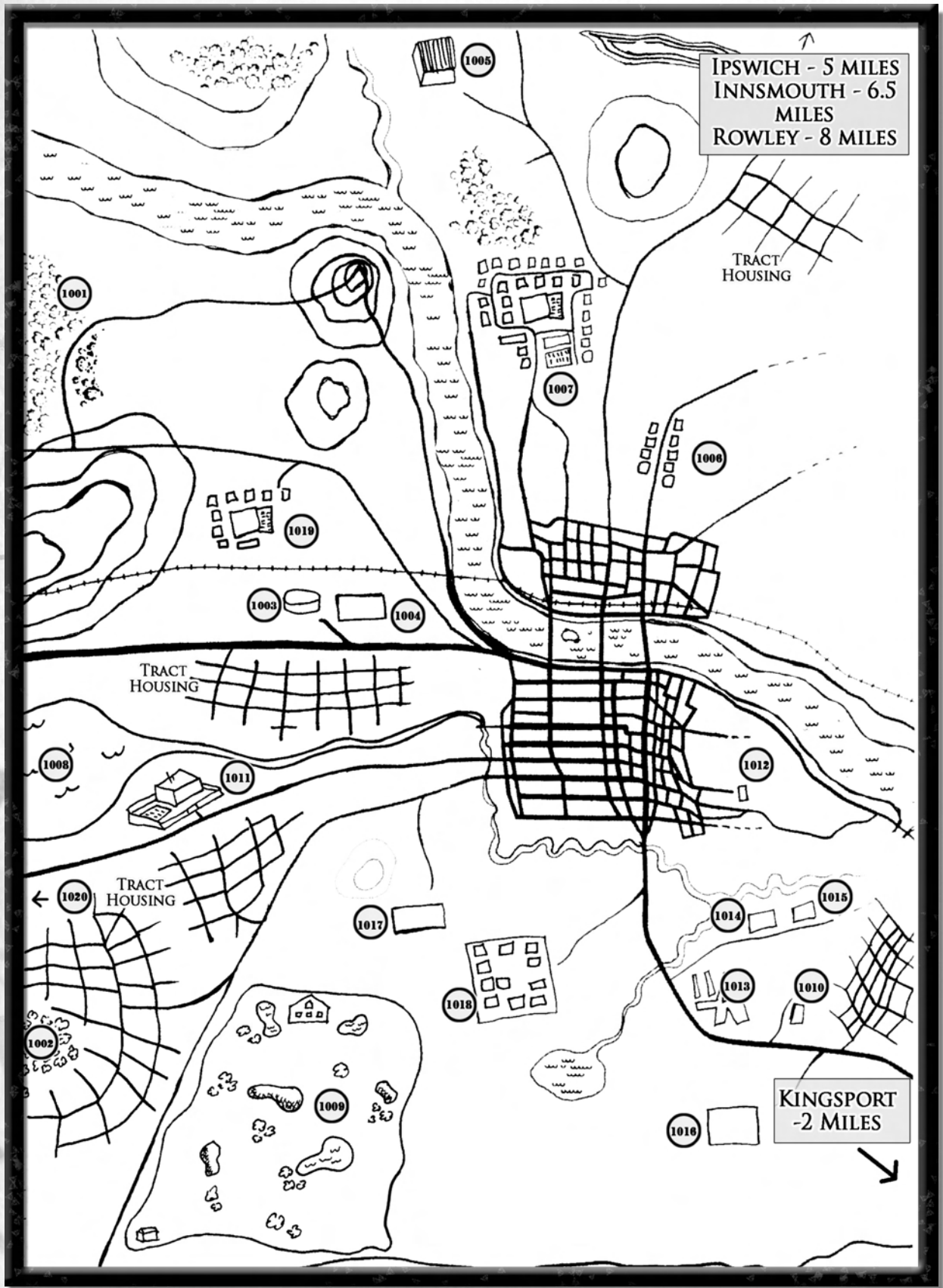
NORTHWEST OF TOWN

Just west of the Recycling and Waste Management facility off of the Aylesbury Pike is Billington State Forest. Once hundreds of acres of privately owned woodland, the Billington family ceded the land to the Commonwealth sometime in the early 1960s. For lack of other plans, the state



The Outskirts

THE OUTSKIRTS



The Outskirts Map



The Tower

declared the area protected forest and it joined the state park system as Billington State Forest in 1965. The area has no campgrounds or other visitor amenities, merely barely discernable “hiking trails” winding through the dark pines and oaks.

In the heart of the forest is a large clearing with the remains of a large house – Billington’s Mansion – that burned down decades ago. All that is left now are a sizeable foundation nearly filled with rainwater, blackened, rotting timbers and junk thrown into the hole by god-knows-who over the years. At the bottom of this pile of muck and trash is a singular item: a circular stained glass window of concentric circles, split by rays emanating from the center to the perimeter, growing darker toward the center of the glass. At the center of the window is a single clear pane of glass, giving the effect of an eye pupil. The whole thing, though unbroken, is covered in mud and decayed leaves. If discovered and cleaned off, it would fetch a fair price at an antiques shop.

The circular window is also a powerful Mythos artifact. Gazing through the window for an extended length of time causes the glass to reveal hazy Mythos scenes to the looker (1/1D3 Sanity point cost). At the Keeper’s option, beings espied through the glass may also see the onlooker, and come calling on the voyeur.

THE TOWER

Several hundred yards to the west of the foundation pit, across swampy ground and past a thick copse of trees, stands a lonesome stone-built tower. Standing on a rise of ground in a gully, which becomes a stream with the spring thaws yet dries up by mid-summer, the tower is 20 feet tall and some 12 feet wide at its base. Though it looks to have once had a roof, that component has long since fallen away into the hollow interior of the tower. A single arched stone doorway yawns in shadow, providing access to the interior.

A narrow flight of stone steps set into the interior of the tower spirals upward to a small platform. Along the stair route, chiseled into the stones, is a primitive but impressive bas-relief design that repeats itself from the base to the platform. This bas-relief, should any academic study it, would find that it defies understanding with reference to any conventional symbol system: the glyphs are not native American, nor do they belong to any symbols used by early European settlers. From the topside platform, with the roof gone, one gets a nice view of the surrounding territory.

Although the base of the tower is covered in leaves, on an **Idea** roll the visitor discerns the hardness of stone or concrete beneath the soles of his shoes. Clearing away several inches of wet, rotting leaves reveals that the tower’s floor is packed and earthen, yet there is a large, flat block of limestone that is set into the floor. Although it could be mistaken for a trap door to a lower chamber or tunnel, the stone, if overturned, reveals only more packed earth. However, the underside of the flat limestone also features a large, carved symbol that leaves the viewer feeling slightly dizzy and ill-at-ease. A successful **Cthulhu Mythos** roll reveals this glyph to be an Elder Sign.



With a successful **Listen** roll while scouting about the tower, the explorer realizes that no birds or other forest sounds manifest near the tower; the place is as silent as a tomb. Anyone with the slightest degree of psychic sensitivity will find the place dark and disturbing.

Local teens initially find the tower a good location for partying, as attested to by an assortment of empty beer cans, bottles, and condom wrappers half-buried in the forest detritus. However, the atmosphere of the place is subtly but powerfully oppressive, and people find themselves depressed if spending any length of time at the place. Thus, it is usually abandoned, though on occasion a visitor might stumble on a drinking party

in progress or a young amorous couple looking for a little privacy.

1002) SNAKE'S DEN CAVE

SOUTHWEST OF TOWN

Behind a cluster of cul-de-sac housing developments past swampy lowlands is an expanse of wooded territory that hosts "Snake's Den Cave." With the proliferation of commercial, industrial, and residential development surrounding this area, it is actually difficult to get to and explore. One has to trespass across backyards and fenced parking lots to enter these woods.

In the middle of this wooded ground is a cave formed of dark granite boulders, left here by the glacial movement of the last ice age. For some unknown reason, the cave is a haven for Massachusetts' two breeds of poisonous snake, the timber rattlesnake and the copperhead. Both species are increasingly rare in all parts of the state, so their congregating here is nothing short of remarkable. Investigators exploring the cave must pass a **Luck** roll to avoid an encounter with a snake; even if the roll is failed, a further passed **Luck** roll means that the snake simply hisses and retreats from the intruder. Only on two failed Luck rolls does a snake appear and become aggressive.

At the rear of the cave is a narrow glacial fissure, admitting passage to those of SIZ 13 or less. Beyond is a rarely-visited rear chamber. Within is found a weird pylon of rough-hewn stone standing in the center of the uneven cavern floor. On the dark, glistening damp of the rear granite wall, an explorer with a good light source and a successful **Spot Hidden** roll spies a faintly carved arch and what appears to be a large hand. In reality, this place is a gate to the Dreamlands. Keepers are at liberty to decide how the portal is activated, who may pass into the Dreamlands, and what may in turn enter the waking world through this passage.

TYPICAL SNAKE DEN CAVE VENOMOUS SERPENT

| | | | | |
|--------|--------|--------|--------|-------|
| STR 4 | CON 7 | SIZ 3 | INT -- | POW 4 |
| DEX 11 | APP -- | EDU -- | SAN -- | HP 5 |

Damage Bonus: none.

Weapons: Bite 60%, damage 1 point and POT 8 poison.

1003) MADIGAN STADIUM

WEST OF TOWN

Miskatonic University's football and baseball games are held at this small, well-maintained stadium abutting the Miskatonic River; up to 7,000 spectators can be accommodated in the stands. A large parking lot adjoins the athletic facility, and tailgating parties are common

before big Badger games. The stadium is relatively new, completely rebuilt in 1998 with concession stands, an indoor media booth, and even two luxury indoor viewing areas (most often used by University trustees and their families). The place is gated, and securely locked against intrusion when not hosting events. It is a point of town pride.

1004) MADIGAN FIELD

WEST OF TOWN

Adjacent to the University Stadium and across the road from the reservoir, the old University athletic field was named after former MU coach F. "Slip" Madigan, who coached both football and track from 1924 to 1949. His

GOODY FOWLER'S COTTAGE

Amazingly, but for a few stray golf balls, the interior of the cottage looks the same the day that Goody Fowler was dragged off: a spinning wheel sits silent and dusty; desiccated, ancient foodstuffs sit at the bottom of the hearthside kettle. Those making a **POW x 5** roll while exploring the cottage will feel the hairs on their arms and the back of their neck stand up – there is an ancient, awful, intangible residue that clings to this place.

Those carefully inspecting the interior of the cottage can make a **Spot Hidden** roll to detect a loose brick at the edge of the hearth. Pulling it up, the seeker is gifted with a most unusual find: Goody Fowler's grimoire, a textbook of black magic. Reading the fragile yellowed pages requires a successful **English** roll and two full night's worth of effort. The reader adds +5% to Cthulhu Mythos and loses 1/1D6 SAN for their trouble. Goody's grimoire also contains the spells Summon/Bind Hunting Horror and Create Elder Sign.

Additionally, old Goody Fowler placed a curse on the book, afflicting any who remove the tome from its secret place: the person responsible for removing the book suffers the permanent loss of 1 APP per day, becoming more haggard and hateful-looking with each point lost. This continues until the book is returned (although APP lost is gone forever) or the book's new possessor reaches APP 1, a condition so wretched that it evokes vomiting and screams (1/1D4 SAN) from any who behold such an abomination. To copy the contents of the grimoire takes three full nights' work.



football teams won Division IIA Championships in 1926, 1927, 1933 and 1949; along with many track titles.

Formerly the site of Badger football and baseball, with the construction of the nearby stadium, Madigan Field hosts Miskatonic's women's field hockey, men's lacrosse, and men & women's soccer and track. The tiered aluminum risers seat 5,000.

1005) ARKHAM RECYCLING AND WASTE MANAGEMENT

NORTH OF TOWN

Built on the site of the old town dump in 1978, this facility handles Arkham's waste by a combination of composting, recycling, and high-temperature incineration, which also provides some electrical generation.

Medical waste is also destroyed here. Composted material is available for sale at the old town dump area.

A popular feature known to locals is "take it or leave it," a large tin barn where working junk can be dropped off for others to pick up. "One man's trash is another man's treasure" are the operative words here. Aside from the usual detritus, occasionally truly odd items end up here: a brass skull, an oddly inscribed incense burner, strange old books, a musical instrument that defies normal musicology, etc.

1006) CHAPMAN FIELDS SHOPPING CENTER

NORTH OF TOWN

Anchored by a Big Basket grocery store, this strip plaza contains nine shops (one currently vacant) that sell liquor, pizza, cheap shoes and clothing, greeting cards and other staples of modern material existence.

1007) MEADOW HILL COMMERCIAL DISTRICT

NORTH OF TOWN

Commercial blight has eaten up quite a bit of this once very scenic, wooded area. Strip malls, mega-marts and industrial buildings sprawl in every direction. Almost no trees, vegetation or grass can be found here, replaced with neon signs, parking lots, and traffic islands. Traffic here is eternal, and there is always one Arkham police cruiser somewhere about, responding to parking lot fender benders or arresting the occasional young shoplifter in the parking lot outside of one of the stores. Just about any big box, chain store, or other icon of

commercial suburban sprawl can be found in this district.

1008) PIERCE RESERVOIR

WEST OF TOWN

A project long planned by Massachusetts officials and finally realized in 1934 as one of President Roosevelt's "New Deal" work programs, Pierce Reservoir was created by flooding a wide, shallow valley west of town, completely inundating the village once known as Clark's Corners and surrounding countryside. The reservoir is named after the Pierce homestead, a large tract of farmland once owned for generations by a family of that name, now a part of the reservoir's spread. Pierce Reservoir supplies Arkham with its drinking and supply water.

Although regular testing of the reservoir water shows nothing abnormal, longtime locals often attribute the city's high rate of birth defects on the drinking water supply. Occasionally the water exhibits odd chromatic qualities which quickly dissipate under scrutiny, or are attributed to atmospheric effects around the reservoir.

Locals aware of their city's history point to a meteorite crash in 1882 that perhaps tainted the area before it was flooded. Very few locals remember the dire fate suffered by the Gardner family soon after the unworldly visitor slammed into their acreage; their story can be unearthed by persistent Investigators prowling through old issues of local papers or perhaps the scientific archives at M.U.'s Armitage Library.

The reservoir is bordered to the north by Miskatonic University's athletic facilities, and its other boundaries are girded by commercial sprawl. A slim strip of green grass, trees, and a jogging path do enclose the reservoir, buffering it from the parking lots and strip malls. No watersports or swimming are allowed in the reservoir, though police on occasion respond to reports of bathers or the occasional jet ski brazenly transgressing posted prohibitions.



1009) ARKHAM LINKS GOLF COURSE

SOUTHWEST OF TOWN

This nine-hole, par 3 golf course, with clubhouse and pro-shop, is open to the public. In the summer it becomes quite crowded. The Arkham High School Golf Team practices and plays here.

On one corner of the property, at the edge of the greens, sits an old saltbox cottage. The course owners don't know the age of the place, but suspect that the old cottage may date back to the earliest days of the town. The place has shown remarkable resilience to the ravages of time, although a few stray golf balls have smashed through several of the small, leaded-glass, diamond-paned windows. The owners of the golf course have left the place alone, reasoning that it would be a shame (and possibly unlawful) to tamper with an obviously historical – if long abandoned – homestead.

Historical research done on the cottage will disclose its past as the dwelling of reputed witch Goody Fowler. The old woman was dragged from this very dwelling by an angry mob back in 1704 to meet justice at the end of a hangman's noose.

1010) ARKHAM MOTEL

EAST OF TOWN

Certainly not to be confused with the Arkham Hotel (entry 122), this dive is located across from the airport, a two-story "no-tell motel" that charges average per-night and even hourly rates. Most local residents stay away from this well-known trouble spot. A great many drug deals have gone down here, and law enforcement officials are beginning to notice.

The owner of this establishment, Thomas Goines, has been able to maintain a heroin habit for free by allowing drug dealers from Boston to set up shop here from time to time. Goines is the definition of sleaze: greasy, unkempt hair, stained clothing, and a look in the eye that somehow combines lewdness, avarice, apathy, and cowardliness. A few faux-gold chains around his neck and a struggling growth of moustache on his upper lip complete the look.

THOMAS GOINES, motel owner and heroin addict, age 40

| | | | | |
|--------|-------|--------|--------|-------|
| STR 10 | CON 8 | SIZ 10 | INT 12 | POW 8 |
| DEX 9 | APP 9 | EDU 9 | SAN 57 | HP 9 |

Quotes: "Check out is at 11. At 11:01, you're charged for another day."

Damage Bonus: none.

Weapons: .22 automatic: 60%, damage 1D6.

Baseball bat: 50%, damage 1D8.

1011) MASSPOWER TRANSFORMER STATION

WEST OF TOWN

Situated between the reservoir and the city proper, this transformer station controls all electrical power south of the river. The building and parking lot is surrounded by a twelve foot fencing topped with rusty barbed wire.

Any investigators foolish enough to jump the fence and barbed wire require a critical **Electrical Repair** roll to turn off the power to the south side of the city; a fumbled roll results in 12D6 of electrical damage.

1012) CROWNINSHIELD ESTATES

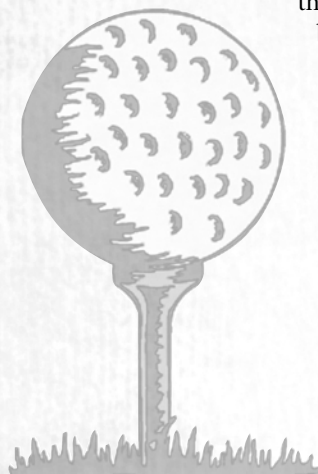
EASTERN END OF HIGH STREET

The poet Edward Pickman Derby and his wife Asenath resided on this swath of property, in a grand mansion, in the late 1920s. After Asenath's and Derby's deaths under mysterious circumstances, the house was set ablaze by arsonists mere weeks later. Police suspected the discharged servants, Innsmouth folk, but the three vanished into the woodwork of their decrepit town and never resurfaced for questioning.

The Crowninshield estate was a vast acreage whose ownership was transferred to a distant relative of Edward Derby living in the United Kingdom. This relative never visited the Arkham estate and eventually the entire property was sold in recent years to a real estate developer. The developer has built forty luxury "Crowninshield Estates" oversized (and overpriced) single family homes on the acreage, none of them exhibiting the grandeur of their namesake. They cluster in several cul-de-sacs on small individual lots, looking like big men in little suits.

Investigators purchasing one of these luxury havens might be shocked to learn of the history of their "new" neighborhood in the yellowing backfiles of the Arkham Advertiser, Gazette, or Boston Globe.

A barren clearing in the woods bordering the development is accessible via an ancient footpath. Children in the development often play in the clearing, which is just out of earshot of the houses. An ancient granite fire-pit lies at the center of the clearing, its stone border marked with curious, weather-worn runes. The few adults who have come to the clearing to



retrieve their children have no interest in the pit nor its markings.

1013) ARKHAM AIRPORT

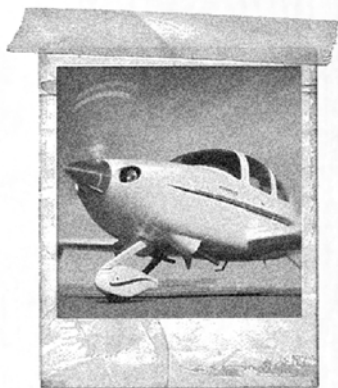
SOUTH OF TOWN

This small airport – really more an airfield - has two paved runways: East-West is 4,000 feet long and 100 feet wide; the instrument runway is 6500 feet long and 150 feet wide. Equipped with a full Instrument Landing System (ILS) and Approach Lighting. Arkham Field is not equipped for night operation, as it lacks runway lights with enough intensity. Aviation fuels available are 100 Octane low lead Avgas and Avjet fuel.

Aircraft maintenance and avionics installation are available from Arkham Aero Systems. The airport has one emergency vehicle, equipped with a 300-gallon tank of fire-fighting foam and a 1-ton winch.

Bay State Airlines makes two daily runs into Arkham on a Pilatus P-12 twin engine turboprop: the first arrives at 9:45 am departing at 10:30 am; the second arrives at 3:30 and departs at 4:15. The flight to Logan Airport takes little more than 20 minutes from gate to gate, and a maximum of 35 passengers are allowed on each flight.

About 15-20 private planes are kept here, as well as the University's two donated aircraft; a Fokker FR-5 turbo-prop transport (used for transporting various expeditions, and the school teams if necessary) and a Gulfstream II jet donated by an anonymous alumnus.



The Massachusetts State Police also maintain two of their helicopters here. The cost of keeping a plane here ranges from \$200/month for a tie-down site in the grass, to \$500/month for a double tie-down site on the tarmac, to well over \$3,000/month for hanger space.

All of the aircraft stored here are outfitted with global positioning systems.

1014) MISKATONIC FLIGHT CENTER

ADJACENT TO ARKHAM AIRPORT

This company offers sightseeing tours, aircraft rental and private instruction - all at reasonable rates. The Center owns four 1980 Cessna Skylane IIs for teaching and renting, with two Cessna Centurions for the tourists. A half-hour sightseeing flight costs \$35/person (family rates available) and includes views of Arkham, the Miskatonic Valley, Kingsport and the nearby coast.

Flying lessons cost \$450, plus fuel fees. Each course lasts for eight weeks, and imparts 4D6+10% in Pilot Aircraft upon completion. Additional lessons in Instrument & Commercial flying are also available, but these take ten weeks and cost \$600, imparting 1D10+20 Pilot Aircraft. Renting an aircraft costs about \$40 an hour, not including the very expensive fuel.

HAROLD "HUTCH" HUTCHINSON, aircraft instructor, age 51

| | | | | |
|--------|--------|--------|--------|--------|
| STR 13 | CON 10 | SIZ 14 | INT 15 | POW 11 |
| DEX 14 | APP 13 | EDU 22 | SAN 55 | HP 12 |

Damage Bonus: +1D4.

Weapons: Fist/Punch 60%, damage 1D3+1D4.

Skills: Accounting 25%, Astronomy 35%, Climb 55%, Electrical Repair 55%, Electronics 60%, Listen 30%, Mechanical Repair 74%, Natural History 30%, Navigate 66%, Photography 40%, Pilot Aircraft 80%, Pilot Helicopter 50%, Parachute 75%, Psychology 25%, Sneak 25%, Spot Hidden 75%, Swim 45%.

Hutchinson wanted to be a career officer in the Air Force, but after multiple assignments in Middle East campaigns, he decided to muster out before retirement and work in the airline industry as a pilot. After seeing his pay flat line and layoffs become the number one occupational hazard of the business, he decided to become an instructor. He settled in Arkham after securing the job late last year. He lives in the French Hill district of town; and holds a degree in Aviation from the Air Force Academy.

1015) ARKHAM AEROSYSTEMS

ADJACENT TO ARKHAM AIRPORT

For fifty years Arkham AeroSystems was a place where local aircraft were serviced. Recently however, with the help of venture capital and Engineering graduates from Miskatonic, the company has expanded into the production of a combination Global Positioning/Navigation/Communications system for small commercial and private aircraft.

The new manufacturing building just opened across the road from the original building, which is now fully

utilized for aircraft maintenance. Business is growing and employment opportunities advertise in the *Arkham Advertiser* as well as the *Boston Globe*, *Boston Herald*, and online.

1016) JOHANSSON'S PUTT HUT

SOUTH OF TOWN, HALFWAY TO NEIGHBORING KINGSPORT

A miniature golf course attraction covered with plaster and fiberglass volcanoes, temples, elephants, lions, giraffes and genies decorated with spray paint. Jon Johansson is the owner of this tacky, yet amazingly fun family attraction. The tenth hole is that of a large purple octopus rising and dropping back into a large, black stone castle in the ocean.

1017) RANON

SOUTHWEST OF TOWN

Major manufacturer of missile systems for the U.S. military for twenty years, the Arkham installation always employs at least 100 people. Many of the products made here are sold to Israel. The building complex is fenced and gated, and the guards are authorized to use deadly force. Any break-ins or disturbances will be investigated by both the company and U.S. federal authorities, given



Johansson's Putt Hut

the nature of the projects and information on site. Ranon is always looking to hire electrical and mechanical engineers, as well as accountants and office support staff. Pay and benefits are good, as long as one can abide working for the military-industrial complex. Occasional peace rallies are staged by Miskatonic students outside the gates, dutifully ignored by the technicians and bomb-makers inside. One Miskatonic student per year is offered an internship here, typically a mathematics, computer science, or engineering major. Consequently, Ranon has several Miskatonic alumnus in positions of consequence within their Arkham facility and at installations in the U.S. and worldwide.

1018) ARKHAM INDUSTRIAL PARK

SOUTH OF TOWN

A series of modern red brick buildings and office suites occupy this large, featureless multi-acre site. A large sign near the entrance advertises office space for lease with an accompanying toll-free phone number. Run by a property-management firm in Florida, expect high lease rates and impersonal treatment.

A plain wrought-iron fence surrounds the complex, which is home to a number of high-tech companies. Security is provided by dozens of video cameras and electronic security systems, plus a four-man security team, all of which are working around the clock.

An identification card is needed for every person entering the complex. All cars must have a decal on their dashboard to be allowed inside. The guard at the entrance is armed with mace spray, a radio, and a panic button in the gate shack that immediately summons police response.

AVERAGE SECURITY GUARD, age 22

| | | | | |
|--------|--------|--------|--------|--------|
| STR 15 | CON 14 | SIZ 16 | INT 10 | POW 09 |
| DEX 14 | APP 12 | EDU 10 | SAN 65 | HP 15 |

Damage Bonus: +1D4.

Weapons: Mace spray 40%, damage stun 2D10 minutes.

1019) ARKHAM HEIGHTS SHOPPING CENTER

WEST OF TOWN

This large shopping plaza features a Coles Department Store and a Circuits City computer and electronics mega-store. There are a dozen other stores, including a pet store, card & gift shop, discount clothing, upscale sandwich shop, travel agency, and any other small retail establishment the Keeper cares to place here.

Arkham police cruisers frequent the parking lot as the Sprawl-Mart seems to attract a small army of dedicated shoplifters. Teenagers are “sent on their way” from the parking lot almost nightly. After midnight, the place is a fluorescently-lit wasteland of discarded papers, errant shopping carts, and the echoes of traffic from nearby route 1A.

1020) THE MALL AT MISKATONIC RIVER

WEST OF TOWN

Arkham's only enclosed shopping center is located off on the outskirts of town, near 1A. It is part of a retail mall conglomerate that owns and operates similar malls in nearby Massachusetts communities as well as across northern New England. Anchored by two national chains (Sears and Macy's), the Mall at Miskatonic River offers 60 other shops and services. Just about any standard retail want or need an Investigator has can be satisfied at the mall. Numerous fast-food and table-service restaurants are also featured. Around the Christmas holidays, making one's way through this place may require a Sanity check.



LONELY HEARTS (TASTE GREAT)

A Scenario Written by Matt Sanborn

Wherein the investigators learn that loneliness can lead a man to desperate lengths...

This scenario is set up much like "A Little Knowledge" in *Arkham Unveiled*— as an introduction to the town. This is a fairly straightforward adventure, but will need thought and patience. Play requirements here are one Keeper and no more than four players. *Call of Cthulhu* is best left to small parties of the brave and foolish.

KEEPER'S BACKGROUND

On a beautiful Fourth of July some fifteen years ago, Emily and Douglas Sheppard were blessed with the arrival of a healthy, alert and already-smiling baby boy named Samuel. The boy had a tremendous future ahead of him with his supporting and loving family by his side. Unfortunately for Samuel, maternity nurse Diane Minahan, a perverse and cunning woman, swapped Samuel with a ghoulish baby. That terrible event has wreaked terrible consequences in the years that have followed, and prompt the events of this scenario.

At first there were no signs of anything wrong with "baby Samuel" other than the fact that nobody could figure out who the child looked more like, his mother or father. Samuel did not seem to look like either parent, but he had to be theirs— he was the only baby in the maternity ward during the entire duration of his stay. He would blossom soon and begin to show resemblance. Life was good for this young family.

A year later, Emily gave birth to twin girls, Dakota and Madison. Douglas made a great deal of money from the early Internet boom, cashed out early, and retired at age 36. But this blissful and prosperous period came to an immediate and terribly humiliating public halt during Christmas time six years ago.

The Sheppard family - along with their pet cat, Sweetie - posed for a formal sitting photograph suitable for framing. In front of 36 members of their extended family, seven year old Samuel snatched the family cat from Dakota's hands and began tearing into the poor animal with his teeth. As Douglas and Uncle Arthur tried to contain the boy, Samuel began biting and spitting at them like a rabid dog. Uncle Arthur ended up at Arkham Medical Center for six stitches in his thumb and a tetanus shot stemming from a vicious bite. Once restrained, the poor boy shrieked like a trapped animal. Sweetie never recovered and had to be euthanized.

Soon wild and unpredictable behavior became the norm at the once stable Sheppard home. Douglas stayed out later and later, getting drunker and drunker every night. The Wednesday before last Thanksgiving he didn't come home at all, and he hasn't been seen since.

With Emily Sheppard's attention and energy focused on containing her wild child, twins Dakota and Madison withdrew into a shared, private world. Although capable at school and perfectly able to speak English in public, at home



the twins formed a unique pidgin-English-like language, punctuated by meeps and growls.

Both girls attend the public high school, perceived by teachers as well behaved, exceptionally intelligent, and uniquely close. The girls stick to themselves but are not unpopular with their schoolmates. Their secret language is saved strictly for the house, or inserted into regular speech as type of code.

Much more serious problems have arisen lately. At first it was the neighborhood wild animals, then the cats, then the dogs, all vanishing. Samuel was building up quite an appetite. Fearing a neighborhood toddler might be next, or that police would look into these matters, Emily Sheppard has locked 15-year-old Samuel in the basement. Healthy, decent foods proffered to the boy by his sisters are steadfastly ignored.

In a sign of defeat his mother has recently been giving Samuel raw steaks and chickens for meals. This food was consumed but seemed to spur Samuel on to more screaming and howling for freedom and access to "other food." Against the strict orders of their mother, the twins spent a lot of time down in the basement conversing with their "brother" in the secret tongue they share.

Samuel's palate has matured and his hunger for the taste for human meat has become insatiable. Dakota and Madison, quietly sociopaths, are more than willing to find hot meals for their brother. With mother Emily driven nearly to the point of insanity after years of dealing with her changeling son, the twins were running the home. For their part, the girls devised a plan to lure Samuel's meals right to their door.

Emily Sheppard was willing to do anything now, even to the point of following commands from her daughters. Mrs. Sheppard posed for some provocative pictures snapped by the twins with their digital camera which the girls posted on an online sex site. Meticulously the twins screened potential candidates. It took a while, but finally three excellent candidates were found, lured to the house, tricked into being shackled in the cellar and then devoured by Samuel.

Mrs. Sheppard and her girls would watch in a combination of horror and great excitement as Samuel finally and gratefully accepted nourishment. Screaming, bleeding nourishment, to be sure, but something the boy would eat just the same. The three Sheppard women have formed an unholy and very unhealthy emotional relationship with one another as they continue their quest to feed Samuel.

They recently made a mistake, luring in a relative of one of the player Investigators. This victim was also running his own game, pretending to be a hard on his luck Iraq war veteran who had no one in the world looking out for him. Unfortunately for him, the

Sheppard's game was much more deadly and polished.

PLAYERS' INFORMATION

For three weeks, one of the player Investigators has not been able to contact their relative John Bradley (the Keeper should determine the relationship). This is of great concern to his mother, as he was a very depressed recently, worn down mentally by overwhelming credit card debt and physically by a 320-plus pound body bearing down on a 150-pound, five-foot-eight-inch frame.

Although suicide might seem an obvious fate for John Bradley, at the behest of relatives and personal concern, player Investigators will be asked to try and locate this lost relative.

A private investigator, reporter, writer or police officer Investigator-type could easily be worked in as a lead character with no familial attachments to the Bradleys.

JOHN BRADLEY

John was currently on Federal disability as his mobility is limited and breathing strained. He spent most of his day online searching for companionship and sex. John loved X-Files, Space 1999, Japanese anime, superhero comic books, and was a regular at any local sci-fi convention or gathering in town.

Bradley was a co-founder of the now-defunct *Nerds to the Rescue*, one of the first house-call-based computer repair and installation services around. However, a car crash one rainy night killed his working partner, and John sold the business for a decent sum a few months later. He had blown through all his cash over the past five years, and went into debt and weight-fueled depression. Bradley's residence is a trailer-home out near the Arkham airport (entry 1106).

John Bradley was never in any branch of the armed services; his claim to be an "injured war vet" is completely fraudulent.

JOHN'S MOTHER

Players know John's mother Margaret Bradley very well, and at least one Investigator should be a relative. Mrs. Bradley is a widow who lives alone in Haverhill, Massachusetts. She has a key to his trailer, but weighs well over 400 pounds and is wheelchair bound.

John usually calls his mother at least every other day with "some problem or another," but there has been no word from him for three weeks. "He always seems so lonely," Margaret tells the players. "Would

you go over and check on him please? Just so I can breathe easy again and stop worrying." Margaret fingers rosary beads with her chubby digits as she speaks.

JOHN'S TRAILER

The government pays the rent to house Bradley in a forty-foot long, eight-foot wide trailer home out near the airport. Every so often planes fly in quite low and shake the trailer. The door is locked, and John's ten-year-old orange Toyota Corolla with the faded words "Nerds to the Rescue" on the side, is not parked in its regular space. If egress to the trailer can be gained, one enters through the only door, which is on the side of the structure. The door leads into a kitchen/dining area, then into a small den, with the bathroom off to the right. A bedroom is at the far end, the doorway covered by a large but dirty tapestry of a red dragon.

In the bedroom is the computer set-up, a dirty bed; and a floor covered with Styrofoam cups, stacks of collection notices, credit card offers, pizza boxes and junk food wrappers. Printed out and hanging on the wall, amongst layers of other printouts about John's interests or x-rated printouts are four photos of Emily Sheppard.

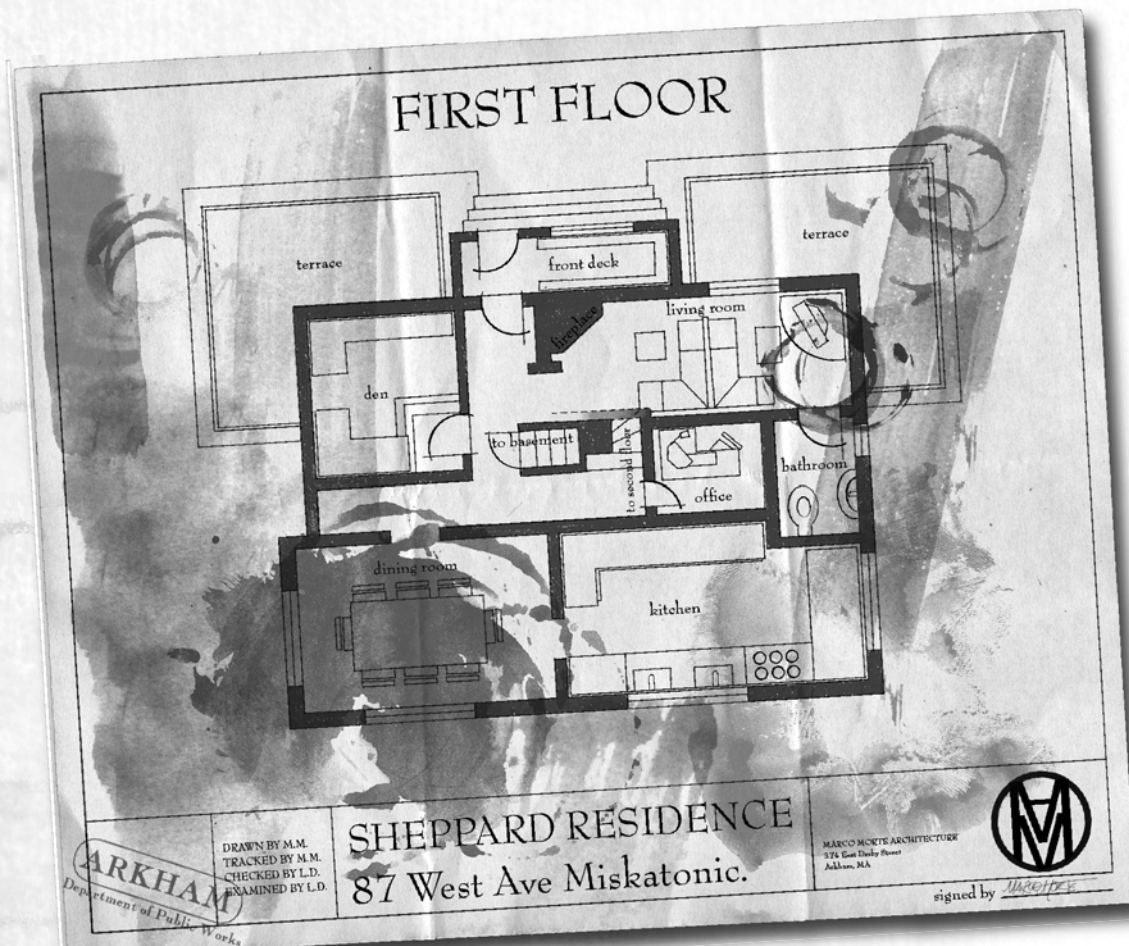
The faithful homemaker is splayed upon her bed in states of varied undress. Her face is clear and Investigators will easily be able to make the connection upon seeing her for the first time.

ACCESSING JOHN'S COMPUTER

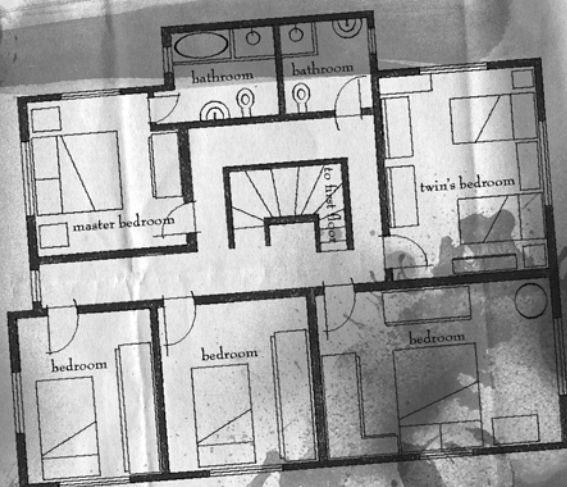
Bradley's Internet browser is password-protected and must be cracked to gain access to his emails and website preferences. A successful **Computer Use** roll is sufficient to gain access.

In a folder marked "Definite Possibilities," are all the e-mail correspondences between Bradley and a woman whom he believes to be "Angie." Address, phone number, photo and time meeting of their location are revealed: 87 West Miskatonic Avenue, Arkham, Massachusetts. In these emails, John says he will allow Angie to "be his mistress and shackle him in her pleasure den," even though he is an "Army combat veteran."

Bradley's emails to "Angie" reveal a desperate but hopeful individual, thinking this time he may be reel-



SECOND FLOOR



ARKHAM
Department of Public

DRAWN BY M.M.
TRACKED BY M.M.
CHECKED BY L.D.
EXAMINED BY L.D.

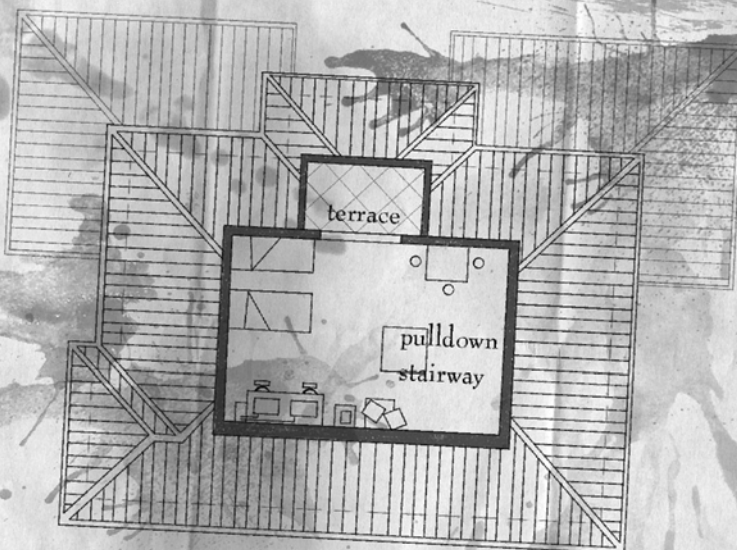
SHEPPARD RESIDENCE
87 West Ave Miskatonic.

MARCO MONTE ARCHITECTURE
374 East Derby Street
Arkham, MA



signed by *LMONTES*

ATTIC



ARKHAM
Department of Public

DRAWN BY M.M.
TRACKED BY M.M.
CHECKED BY L.D.
EXAMINED BY L.D.

SHEPPARD RESIDENCE
87 West Ave Miskatonic.

MARCO MONTE ARCHITECTURE
374 East Derby Street
Arkham, MA



signed by *LMONTES*



ing one in. People who know John Bradley might be surprised to learn that he tried to ply himself off as a veteran, when he was such a staunch anti-war individual. Another successful **Computer Use** roll reveals to Investigators the web sites Bradley frequented, including several adult-themed “hookup” sites where “Angie” posted her pictures, claiming to seek a mate.

Bradley’s Answering Machine: There are 26 messages on the machine dating back from the day after John went to the Sheppard house (three weeks ago). Fifteen of them are from collection agencies, nine from his mother ranging from politeness to concern. Two calls are from Arkham Police Officer Michael Nelson asking John to pick up his car at the police station impound lot.

Other clues: Scribbled on a piece of paper, located easily on his desk (successful **Spot Hidden** roll), are the directions to “Angie’s place,” along with Emily Sheppard’s cell phone number.



SHEPPARD RESIDENCE

87 WEST MISKATONIC AVE.

The outside is beginning to show signs of decline, as Emily has been far too preoccupied to call landscapers or painters. However, the complete absence of animals has kept the grounds from being dug up. The house is a nice fourteen-room, two-story structure, with five bedrooms, three full bathrooms, a marble fireplace, and a wine cellar, (now used for containing the raging ghoul).

There is also an attic accessible by a pull-down ceiling stairway. The girls have taken over the attic and spend almost all the time here online, trolling for another meal for their ever-voracious brother.

The twins utilize two laptops with a wi-fi connection, checking the dozens of sex and love sites they have subscribed to using their mother’s credit cards. They are still naïve enough to send a photo of their mother to local individuals, (such as John Bradley); and inex-

perienced enough to buy into a good story, (like Bradley's Iraq War Hero routine).

FIRST FLOOR

The place is starting to show its wear from lack of constant cleaning. Emily hasn't paid the cleaning woman lately, so that service has ended. There is nothing of note to anyone trying to locate John Bradley.

SECOND FLOOR

Twins' Rooms: The girls' bedrooms feature their bureaus and makeup table, clothing, a few stuffed animals, and posters on the wall pertinent to teenage girl interests (musicals, ponies, handsome young males). Located under the beds with a **Spot Hidden** roll are adult magazines and newspapers. Certain advertised sex websites are circled in crayon.

Master Bedroom: Players entering the master bedroom and making a successful **Idea** roll will recognize the bed and its surroundings as the one from the pictures of "Angie." Looking through the drawers will yield the lingerie worn in the emailed photos, along with a scandalous leather outfit. The window overlooks the large back yard and pool.

ATTIC

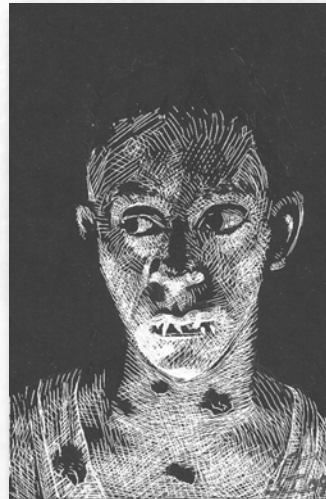
On the left side of the room stands a long folding table with two laptops hooked up to a main frame at the right side of the desk. To the left is a paper shredder atop three boxes of shredded documents. The table at the other side of the room has a recently used tea set and crumbs from some sort of cake. The girls roll their sleeping bags in the corner when not in use.

Hacking Into the Computers: The twins are quite computer savvy and have two different passwords on each machine. Investigators may attempt to make two consecutive Computer Use rolls to open each of the machines. Breaking into each laptop computer will allow the user to access the Internet from that machine, and will open Internet browsing software configured to the girls' preferences. Madison uses the screen name Maddytlgrl, and Dakota is under Kotalvsyou.

Several adult-themed web sites are bookmarked and automatically accessible from the girls' homepage. Another successful **Computer Use** roll will locate John's Bradley's page. He has a disturbing picture of himself in the shower, and a boastful, albeit rather sad, story about being a lonely and forgotten war hero. He has listed "Angie" as a "friend."

THE BASEMENT

The stairs leading down to the basement can be accessed in the dining room through an inconspicuous looking door. In the now-converted wine cellar lives Samuel. He spends most of his day sleeping, but when hunger strikes, he meeps and howls for food. He



Samuel Sheppard

is down to marrow-sucking the bones of John Bradley, and soon a new victim will be needed. When one approaches the door, Samuel will hide in the shadowy far corner of the room and become very silent.

Dungeon Room: It was here that three men met their grisly ends. Each man was convinced quite easily by "Angie," - really mother Emily Sheppard in her skimpy leather outfit - to concede to being chained to the wall. Once secured, she wasted no time opening the door to her son's lair. These poor men - the latest victim John Bradley - writhed and screamed as the ghoulish child charged them and began to feast away. Emily would lock the door and run for her bedroom, as the beastly child who is not really hers tore away at the bodies of the beguiled men she lured to the dungeon.

SAMUEL SHEPPARD, ghoul, age 15

| | | | | |
|--------|--------|--------|-------|--------|
| STR 14 | CON 13 | SIZ 14 | INT 6 | POW 13 |
| DEX 11 | APP 1 | EDU 4 | SAN 0 | HP 14 |

Damage Bonus: + 1D4

Weapons: Claws 30%, damage 1D6 + db

Bite 30%, 1D6 + automatic worry

Armor: firearms and projectiles do half of rolled damage; round up any fraction.

Skills: Hide 50%, Jump 50%, Listen 50%, Sneak 55%, Spot Hidden 40%.

Sanity Loss: 0/1D6 to see the ghoul that is Samuel Sheppard.

TALKING TO THE NEIGHBORS

Not everyone will be willing to discuss their neighbors with total strangers, but with a successful **Persuade** skill roll, Mrs. Ashlyn Anderson will be more than willing to talk about what she believes is going on across the street.

"Well the husband took off about five years ago, and the twins are just plain weird," she will say looking at the Sheppard's house out her kitchen window. "I don't know what happened to the son. He was like one of those special needs kids. Really ugly, poor thing. I think they sent him to a special school or something. The girls go to the high school but according to my girls, they stick close and don't talk to anyone else. I don't know."

Mrs. Anderson did not notice anyone fitting John's description, but did see Mrs. Sheppard drive off late one night in an orange Toyota Corolla, with some writing on it. She has no idea where she was going in the auto or why she would be driving it.

TRYING TO GET INTO THE HOUSE

Under no circumstances other than order by law, will Emily or the twins let anyone into the house. Friends who would spend many a long summer night on the porch or in front of the fire on a cold February day were shunned without reason. Over the past three years, no one has entered the house outside the family members.

Investigators foolish enough will find the police arriving within minutes, alerted by a silent alarm.

EMILY "ANGIE" SHEPPARD, insane house mom, age 41

| | | | | |
|--------|--------|--------|--------|--------|
| STR 9 | CON 13 | SIZ 12 | INT 11 | POW 10 |
| DEX 13 | APP 15 | EDU 14 | SAN 0 | HP 12 |

Damage Bonus: none

Skills: Bargain 45%, Conceal 25%, Drive Automobile 35%, Fast Talk 25%, Hide 30%, Law 15%, Sneak 45%, Spot Hidden 45%.

MADISON AND DAKOTA SHEPPARD, creepy twins, age 14

| | | | | |
|--------|--------|--------|--------|--------|
| STR 7 | CON 16 | SIZ 9 | INT 13 | POW 15 |
| DEX 13 | APP 10 | EDU 10 | SAN 0 | HP 11 |

Damage Bonus: -1D.4

Weapons: Grapple 45%, damage special

Skills: Conceal 25%, Fast Talk 25%, Hide 30%, Other Language (Creepy Twin Talk) 90%, Sneak 45%, Spot Hidden 45%, Track 40%

TOWN LIBRARY

Looking up the house in the City Directory here or at city hall will have the family listed from five years ago showing the occupants of the house to be: Douglas and Emily Sheppard (parents), Samuel, Dakota and Madison as the siblings. They have an unlisted phone number.

ARKHAM POLICE STATION

Police will not offer assistance in locating John until his mother files a complaint 30 days after he is determined missing. Officer Michael Nilsson, a very affable, baby faced officer is on second shift duty, 3 pm – 11 pm, Tuesday through Saturday. He is always willing to do a little extra to help anyone in need, and will take a report on John's disappearance and honestly promise to look into the matter on the thirtieth day.

The officer first will drive by John's trailer some time tonight and check in on him.

If the players wait the night, Officer Nilsson will call them at 9:30 pm stating he went by the house, and no one answered the door. He tells investigators, since they have parental permission, to check the house and let him know what they find.

John's car, with the faded words "Nerds to the Rescue," is in the impound lot behind the station. The impound fees have totaled \$650, growing \$45.00 a day, and will be auctioned off in two weeks if all fines are not paid. Inside John's car, which Officer Nilsson will let them inspect, are the directions to the Sheppard home and the cell phone number of "Angie."

THE ONLY WAY INTO THE HOUSE

Players trying to use the website ScrewRightNow.com might be able to attract "Angie4692nite," with the correct story. Several **Persuade** rolls are needed over the course of several weeks, convincing the twins that the player has no one in the world and won't be missed.

DATE NIGHT

If players are able to convince the twins they are the next true love for Angie, then a time will be set for the player to visit the house. Once inside, Emily will be in her provocative leather outfit, and lead the man into her den. She will offer him a few drinks and flirt openly. After relaxing her guest, Angie will lead them to the cellar. She will then lock them by the wrists and ankles to the wall. These restraints have STR 20, and will

cause 1 point of damage if captors violently struggle to escape.

Once the victim is secured, she will unlock the door to Samuel's lair, and run out of the room; bolting the dungeon door from the outside. This door has a STR 20. Within a minute or two, the ghastly ghoul will enter the room and begin to dine away on the player. He will start with the meatiest parts and go from there. He will not kill his meal right away, although shock may come quickly. Keepers should work out damage and effects.

The primal ghoul instincts inside Samuel know that fresh meat is tastier and warmer. Because of this, he usually eats fatty parts like large stomachs, arms, shoulders, and quadriceps down to near the bone for the first several days. If the victim has not bled to death, shock probably has killed him by now. Women who fit the qualifications will also be invited to join Angie in the dungeon of love.

IF A PLAYER GOES MISSING

Officer Nilsson will take this very seriously, as he already believes something may be amiss at the Sheppard residence. He will begin to visit quite frequently, hoping to flush out whatever has been going on. To end the investigation, Mrs. Sheppard will invite the officer in, and down to the dungeon to meet her very hungry son. After a police officer goes missing, escapes, or destroys the ghoul, the whole family affair will soon be crashing down on her – much to Mrs. Sheppard's relief.

CONNECTING EVERYTHING TO THE HOSPITAL

It will be very difficult for players to connect Samuel to nurse Minahan, the ghoul operative who snatched the real Samuel and replaced him with a ghoul changeling. Emily does not know exactly what happened, and is far too mad to put things together now. Birth certificate and all paperwork is legitimate, albeit incorrect. Even an intense police investigation will not connect the parts. The ghouls well hidden operation will remain intact. Whatever became of the “real” Samuel is another dark mystery.

LOST IN A BOOK

A Scenario Written by Brian Courtemanche

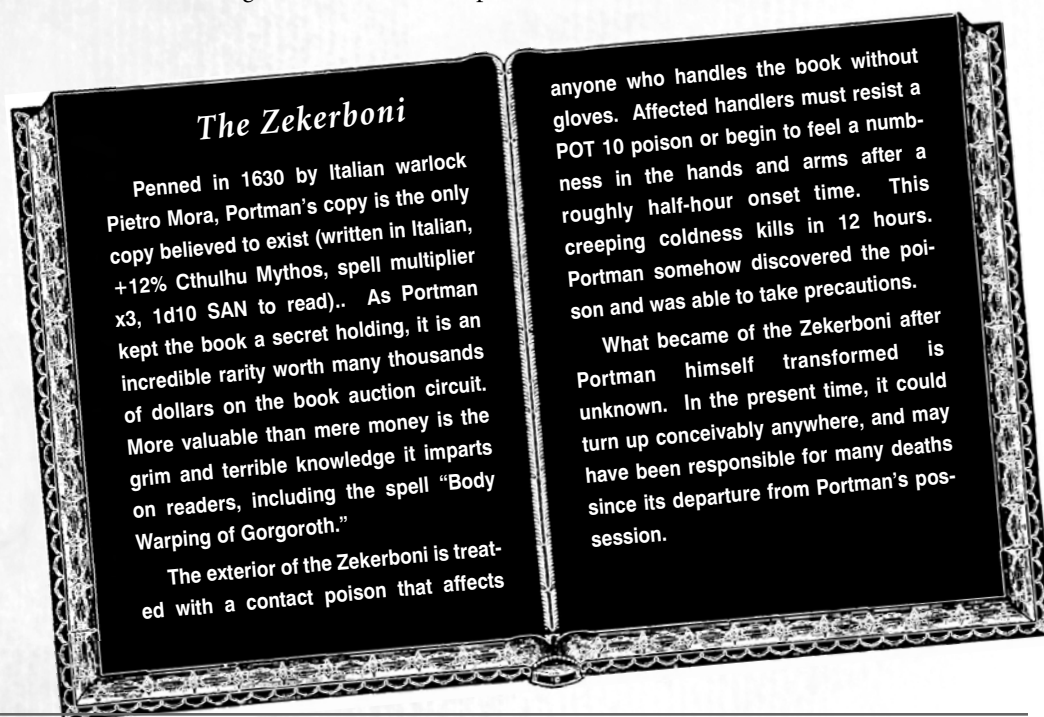
Wherein Investigators are reminded to be discriminating readers, and that a little knowledge can be a dangerous thing.

OVERVIEW:

In the 1920s, affluent bibliophile Stuart Portman had the finest book collection in all of Arkham, including the several bookshops that serviced the town at the time. Portman was also quite the degenerate, with many rapes to his credit. His wealth, family status, and natural cunning insulated Portman from the fallout of such despicable behavior.

Toward the end of his life – a lifelong smoker, Portman developed cancer of the lung in his late fifties – Portman began frantically searching for any means to prolong his existence. With so many crimes of the flesh attached to his soul, Portman in his final years developed a conscience, or at least was fanatically determined to put off any punishment for his sins that he so deftly avoided in his mortal existence.

Medical science of the day was no help – Portman was a goner. He turned to his collection of books, to the queer, strange books on black magic and occultism that he had merely collected as expensive novelties; now they might hold something of true value for the failing bibliophile. The man poured over arcane texts in his possession, finally finding in the exceedingly rare tome the *Zekerboni* (see box text) a spell which might allow Portman to exist indefinitely, though it would demand great sacrifice. The spell was a



variant of Body Warping of Gorgoroth (see the spell of that name in the Call of Cthulhu core rulebook).

On the appointed night, in his study, Portman sacrificed a great portion of his depraved soul into the spell, defeating the disease that ate away at his lungs by becoming something he held dear, something which did not require lungs to exist: Stuart Portman transformed himself into a book. Entitled simply "*My Life*," the book is a large, leather-bound volume with gilt silver edges. Portman also enchanted his new form with a powerful magical ward, so that any attempt to directly harm the book *My Life* activates the ward and summons an obscene thing to defend the journal.

Portman retains his consciousness within the pages of the book, and has used the book to transfer his personality to hapless readers over the years, inducing them to commit grave crimes. When the owner/reader is of no more use or is unable to act freely, Portman retreats to the book that he has become, writing there the dreadful latest chapter in his long, weird existence, and what has become of those he has possessed and abused.



point they may be likely to contact their fellow Investigators to see if they can help gather information.

WHAT INVESTIGATORS KNOW ABOUT RYAN DAVIES

Ryan Davies, whether friend or relative of the Investigators, is perceived as a "regular guy" and nice person, the typical "last person on earth" expected to rob a clinic for drugs in the middle of the night. Ryan is married to his college sweetheart, Katelyn, and the pair have two young children (Erin, 8 and Timothy, 3). The family lives in a small, sixties-era ranch style home just north of the downtown. Davies works as assistant manager at "Bankrupt Books" (entry 1118) in town.

What Really Happened to Ryan Davies – a note to Keepers

As might be surmised, Ryan Davies fell under Stuart Portman's control soon after he came into ownership of and began

INVOLVING THE INVESTIGATORS

One of the Investigators receives sudden word that Ryan Davies – a good friend or relative of one or more of the Investigators - has been arrested by local police. Notification may be through the local paper, a local news program, the Internet or a more personal appeal from a mutual friend or relative to look into the matter. The following can be cut out and handed to the Investigator as a newspaper article, read as if part of a local media broadcast, or altered slightly to represent a worried phone call from a relative or friend:

"Arkham police responded last night to a reported break-in at the local M.S.P.C.A. on West Water Street around 2:30 in the morning. Arrested at the scene was 36 year old Arkham resident Ryan Davies, who authorities claim was leaving the site with a large quantity of Ketamine Hydrochloride, used commonly as a date-rape drug. No animals at the shelter appear to have been harmed. Davies is being held on \$2,000 cash bail and will be arraigned later at Salem District Court."

The Investigator may want to visit the police station to make contact with Ryan, or perhaps visit his immediate family to see if they know more. At this

About Ketamine

Any Investigator with **Chemistry** skill may make a roll to recall these pertinent facts about Ketamine; alternatively a quick **Library Use** roll while online reveals the same information:

Ketamine Hydrochloride (or simply "Ketamine") is a white powder that is odorless and tasteless. When added into a drink, the imbiber becomes subject to a lost sense of time and identity, loss of coordination, distorted perceptions of sight and sound, memory problems, and other perception-altering conditions. As such, it is frequently used as a notorious "date-rape drug."

For game purposes, a single dose of Ketamine is POT 15 vs. CON on the resistance table. Onset time is approximately 20 minutes. Successful resistance still results in nausea and

dizziness, with the imbiber aware that they've been drugged. Failure to resist induces sensory failure (often a complete "blackout") and renders the victim completely passive to actions taken against him or her. Memory lapses associated with the drug make it exceedingly difficult to remember the events or persons surrounding the drugging (roll **INTx1** to remember faces and maybe names at Keeper's option). Ketamine is legal for purchase in the United States for use as an anesthetic for humans and animals, though mostly for animals. Veterinary hospitals and animal shelters are often robbed for their supplies of this drug.



reading the cursed book *My Life*. Portman enters Davie's mind for minutes or hours at a time, pushing his own urges on Davies, as he has on other victims in the past. While under Portman's control, Davies keeps the

book *My Life* secreted in the Davies' house basement, hidden in a cardboard box of Christmas decorations. Ryan pulls the book out in the late evenings while his wife and children sleep upstairs, and compulsively reads the events of Portman's life, and unwittingly writes his own sad chapter into the book.

AT THE POLICE STATION

Ryan Davies sits in lockup at the Arkham Police Station, an ugly building of concrete and dark oval windows. Investigators with police credentials or who can make a successful **Law** roll are admitted to see the prisoner. Those who do not have legal credentials will find the desk clerk sitting behind the scratched, bulletproof plexi-glass reception window unresponsive to Fast Talk or Persuade rolls.

If Investigators do get to talk to Davies, the man is glad to see them, talking animatedly about heading home for work the night before the crime and then the next thing he knows he's being hauled off to jail on drug and burglary charges. Those making a **Psychology** roll realize that Davies is sincere: the man has no recollection of breaking into the M.S.P.C.A or even his actions the earlier part of that night.

If the Investigators have already been to the Davies household and know about the book that has so captivated Ryan for the last month or so, they may ask him about it. If questioned about the book, Davies hesitates for a moment, blinks, then exclaims, "oh, right! The book!" He fixes the Investigators with a worried stare and asks, "you haven't read it, have you?" He admonishes the Investigators not to read the book. He realizes it sounds bizarre, but he can't help but think that the book might have something to do with his current predicament. If pressed on this point, he describes the book as something that came into the bookstore as part of an estate sale, and seemed to be a unique item that the store did not think it could sell. His curiosity piqued, Davies took the book home and began reading it, which turned out to be an anonymously penned diary of sorts.

If asked about the contents of the diary, Davies responds that the memories of the book get dimmer the longer he spends time away from reading it. He says it was a sort of memoir written by some long-gone reprobate who got his kicks seducing women, sometimes by very downright cruel methods. As much as he doesn't take pleasure reading about such things, the book sort of drew him into the story, and he kept reading it. That's

all he can recall of the book. He can't remember its title.

Davies admonishes the Player Investigators not to read the book, but to store it someplace safe. He's not sure what destroying it will do, if the subject comes up.

If Investigators are not aware of the book if and when they visit Davies at the lockup, he will not bring it up. While his conscious mind would gladly rid itself of the book's influence, his subconscious mind is malleable to Portman's will and fears giving up the book.

At this point a policeman will appear to announce that interview time is over. Davies hurriedly asks the Player Investigators to tell his wife and kids that he is OK, and that he's already made a call to a lawyer. He hopes his otherwise clean record and his "honest to goodness blackout" will render him free of penalty. Within a day, Davies' family will have posted his bail and he will be free to go home to await his trial, a month's time hence at Salem District Court.

THE DAVIES HOUSEHOLD

This section presumes that Investigators can interview Ryan Davies' wife, Katelyn, while Ryan himself is still in lockup. If his bail has already been posted, Keepers can invent a mundane excuse for Ryan to be out of the house for an hour or so, allowing the Investigators to interview Katelyn without Ryan being present.

Ryan Davies, his wife Katelyn, and two small children live in a small but comfortable sixties-era ranch just north of town, in a suburb filled with similar homes. A maroon minivan sits in the driveway (Ryan's blue Honda is in the police impound lot, unless he's already out on bail). Depending on how well the Investigators may know Ryan and Katelyn, getting her to speak freely may involve Persuade or Fast Talk rolls. She'll talk to anyone presenting a police badge, but will be naturally wary around private investigators or members of the press, unless they are family friends or relatives (as previously determined at the start of the scenario).

The two children, Erin and Timothy, are out of the house for a few days while things get sorted out, spending several overnights with their grandparents in nearby Middleton, Massachusetts.

What Katelyn might share with Player Investigators (below) very much depends on their own background and demeanor when interviewing her. It is of a personal - even intimate - nature, and therefore she'll button up if she senses any deceit or is treated rudely. It may take several further Persuade or Psychology rolls (player's choice) to win these statements from Katelyn Davies:

•Everything was fine at home until about a month ago. Ryan, always a reader, became excessively absorbed with a book

he brought home from work one day. Usually Ryan liked to share news of what he was reading with his wife; suddenly Ryan became very secretive about the book he was reading. Katelyn happened to glance once or twice at the big book – it appeared to be leather-bound, a large coffee-table sized book, and fairly thick. Ryan did not leave it in obvious places around the house, but once she happened to see it out and saw that it simply bore the title “My Life” on its front. Ryan swept in shortly and hustled the book out of sight.

- Around this same time, Ryan’s personality abruptly took on new characteristics: he would suddenly become rather cruel, cutting in his comments, even towards the children. He would have “episodes” where the children were called “brats” and he would refer to his wife with very uncomplimentary language. During these episodes, which would vary in length from a few minutes to several hours, Ryan would smoke, something he had never done before. The cigarettes he purchased were absurd, expensive things, smoked out of a long plastic cigarette holder (“god knows where he got that thing,” remarks his wife).
- Ryan’s lovemaking to his wife became very cruel and rough, where before he had been sensitive and tender. Once, when she refused him, he became verbally and physically abusive. Katelyn was in the process of waking the children up to leave the house when Ryan came to her, confused. When she told him she would not tolerate physical abuse, Ryan was distraught, and asserted he had no memory of the entire episode. He was so convincing, and so apologetic and scared seeming, that Katelyn abandoned her plans to flee with the children and began wondering if Ryan was sick.
- On the family computer, Katelyn found that Ryan had begun accessing the most vile pornographic sites, and had given himself a pseudonym while posting there: “Stuart.” He frequented several online adult dating sites, trolling for local women. When Katelyn confronted her husband with this discovery, again he claimed no knowledge of the activity, and himself wondered how such material had found its way on to the family computer.
- Now Ryan has been arrested for breaking into the M.S.P.C.A., and caught with drugs. Katelyn is at the end of her patience and understanding, and is not sure what to do. She is in the process of cashing in early on some retirement funds so that she can post Ryan’s bail and they can hire a lawyer for his defense. She is scared of what Ryan has suddenly become within the last four to six weeks, and is uncertain for the family’s future.
- If Katelyn allows Investigators to search the house for the book (Keeper’s discretion), allow each Investigator searching a single **Spot Hidden** roll to find the book secreted in the basement among Christmas decorations. If the Investigators fail to turn it up, Katelyn herself finds it at that time or mails it to the most trusted Investigator (in her estimation), with a hurriedly scrawled note that “it’s better that this weird book be out of the house, anyway.”

AT THE BOOKSTORE

At Ryan Davie’s place of employment, Bankrupt Books, Player Investigators can interview another store manager standing in for Davie’s absence. This will require a successful, **Persuade**, Credit Rating, police credentials or press credentials. A teenage girl wearing a bookseller’s smock will direct Investigators to a young woman just a few years older than herself, a manager-type in her early twenties. Her name badge says “Kris.”

Kris will tell Investigators that Davies has been working at the store longer than herself; in fact, he interviewed and hired her. That was two years ago. In the intervening years, Kris came to know Davies as a kind and reasonable manager. She’s not sure why he would break into the M.S.P.C.A. for drugs. A successful **Psychology** roll will reveal that Kris knows more, but is withholding something. A successful **Persuade** roll will reveal the following additional information:

- About a month ago, Davies’ personality underwent some subtle yet marked shifts. He began commenting that the majority of the books in the store were “trash,” not worth the paper that they were printed on. He would do this in full view of customers.
- Davies began ogling women at the store, both customers and some of the pretty female clerks. Kris admits she was one of them. On one occasion, about a week ago, Davies invited Kris to spend some time with him at the Arkham Motel (entry 1103). Davies had never acted this way before in the nearly two years Kris had known her manager, so it left her feeling hurt and confused. She was unsure whether or not to report him, as she knew he had a family to support.
- If asked about any particular books, Kris says that they sometimes get odd lots of books from estate sales. Sometimes, as a company perk, the store clerks get to take home books that are deemed unfit to sell: either too damaged, or too old, or in some way unfit for the shelves. Maybe six weeks ago Davies commented on a sort of weird old diary that came in from just such an estate sale, and took the book with him.
- Searching the records of incoming lots, Investigators will see that an estate purchase was made from Arkham Independent Real Estate (entry 710) roughly six weeks ago.

ARKHAM INDEPENDENT REALTY

The real estate agency is headquartered in a fine, aging yet well cared for Victorian home in the French Hill district of town, surrounded by a little fence, gate, and green lawn. Entering, Investigators will be greeted by a young female receptionist, possibly a college student. She looks a little bored but brightens when people enter the agency. “May I help you?” she asks with a perfect smile.

No matter what response Investigators give, the young woman will rise from her office chair with a “just one moment, please, I’ll see if I can find someone to help you.” She returns less than a minute later with a realtor in tow, a smartly-dressed, red-haired woman in her mid-fifties wearing a beige business skirt, matching blazer, and white blouse. She introduces herself as Phyllis Gagne with a courteous handshake; gold and cloisonne bracelets clatter on her wrist.

Once Phyllis Gagne determines that the Investigators are not there to purchase or sell real estate but to ask questions about an estate sale, her manner becomes terse and a little colder. “I can give you five minutes, but I’m busy with several transactions,” she’ll say curtly, leading Investigators to a small conference room down a hall from the reception desk. She leaves them for perhaps two or three minutes to finish up calls, then seats herself at the head of the conference table, prepared to answer questions. Investigators succeeding in a **Credit Rating** roll, **Law** roll, or who offer law enforcement credentials will go farther with the agent than those who are simply “off the street people asking odd questions.”

WHAT PHYLLIS GAGNE KNOWS

A lot of books were sold off at pennies on the dollar to a local book chain, “Bankrupt Books” as part of a clearing out of a home on East Street in Arkham (42 East Street, to be precise). Other artifacts were likewise sold off to junk dealers or simply tossed into a dumpster: lamps, bedding, end tables, knickknacks, etc.

The previous owner of the home committed suicide over a year ago. Her house sat in probate court for a year, before the real estate agency purchased it at auction and is reselling it. Investigators making a **Library Use** roll at the Library or the newspaper morgue can read the details about the suicide and related rape accusation. Those Investigators who may be affiliated with local law enforcement can make a halved **Know** roll to recall that there was a suicide in the house and that it stemmed from an earlier assault complaint. Police records would have the full details.

Gagne will not willingly reveal the fact that the previous owner committed suicide, as that would make selling the house doubly difficult and likely lower the price as well. She will simply say that the house was bought at auction and is in

(Handout 1)

“Arkham Teen Allegedly Drugged, Then Raped”

Last Tuesday, police were summoned to a home on East Street on the report that a local girl had been drugged and raped. Arkham police are withholding the victim’s name, though it is reported that she is a student at Arkham High School. According to statements, the girl was selling magazine subscriptions door-to-door in her neighborhood when the assault occurred. It is believed that police have a description of the alleged assailant, and are acting to move the case forward. After the alleged assault, the girl was released by her captor and wandered home, arriving there at approximately 8 pm. Her family called police, who are investigating.

the process of being offered by the agency. A successful **Psychology** roll will reveal that she is holding something back (the suicide in the house).

Phyllis Gagne will not turn over a key to the house to Investigators nor accompany them to the home unless ordered to by legal authorities or Investigators pose as potential buyers and ask to tour the house.

From the Arkham Independent Real Estate Agency, Investigators have a number of possible leads to follow: the police station (entry 206), the Library (Arkham Public, entry 206; or the University’s Orne Library, entry 644), the city newspapers (*Advertiser*, entry 130; *Gazette*, entry 108), and the East Street house itself. In order:

ARKHAM POLICE HEADQUARTERS

A **Law** roll or police credentials combined with a **Computer Use** roll will be required to access police records on the house at 42 East Street. Exact dates can be tailored to suit the needs of Keepers’ individual campaigns:

Fourteen months ago, police paid a visit to Emily Schumaker, age 41, owner and resident at 42 East Street. Schumaker has been named suspect in an alleged rape of a neighborhood teen girl who was fundraising door-to-door for a school band trip (handout 1). Internal police records state that according to the



Emily Schumaker

alleged victim, Schumaker invited the high-school aged girl into her kitchen to look over the magazine subscriptions the girl was selling. While there, the girl accepted a cold drink from Schumaker. The drink was allegedly laced with a knock-out drug, and the girl raped by Schumaker. Hours later, the girl made her way back home, in a state of "great distress and semi-incoherence." Her family called the police, and they took the description of Schumaker.

The police interview with Schumaker at her home was apparently enough for the police to seek to return with an arrest warrant two days later.

Upon the police officers' return to 42 East Street with an arrest warrant, police found Emily Schumaker dead in her basement from apparent suicide. Obvious cause of death was hanging, and later autopsy revealed that Schumaker had also downed every bottle of pills in her medicine cabinet.

Prior to the rape allegation, Schumaker had a completely clean police record, not even parking or speeding tickets.

(Handout 2)

"Suicide on East Street, May Be Connected to Assault"

On Thursday, Arkham police visited 42 East Street with an arrest warrant for Emily Schumaker, 41, possibly in connection with the reported drugging and sexual assault of a neighborhood teenager just days before. Police found Schumaker dead of apparent suicide at the house.

According to Arkham police detective Jane Yaris, police had questioned Schumaker just days earlier in relation to the alleged sexual assault on an Arkham high school student selling magazine subscriptions door-to-door as part of a fundraising effort. Police returned to the Schumaker residence two days later with an arrest warrant.

Receiving no response to ringing the bell and knocking at the door, police forcibly entered the home through the front door and searched the house. Schumaker, who lived alone, was found in the basement of the house. Officers found a significant quantity of so-called "date rape" drug ketamine hydrochloride in the house. Detective Yaris states that they do not know how Schumaker, a former web designer for a Worcester-based advertisement agency, may have come to possess quantities of the drug, but that Schumaker had no prior criminal record. Calls to Schumaker's place of employment have not been returned. Schumaker lived alone.

East Street residents are shaken by the events of the past week on their normally quiet street. Most declined comment, though one resident, 82 year old Marta Graves, stated "Arkham's a strange place. Odd things happen here. It's always been this way, ever since I was a girl. Maybe not on East Street, until now, but still, it's Arkham."

(Handout 3)

"Arkham Man Cleared of Charges"

November 13, 1933

Eminent Arkham native and supporter of the arts Stuart Portman was acquitted today of all charges stemming from an indecent assault charge levied against him by Ms. Susan Spaulding of Boston. As Gazette readers will recall, Ms. Spaulding, reporter for Enigma magazine, filed charges against Mr. Portman last year, after she had alleged to have visited Portman's West Pickman street home on journalistic matters. Spaulding had claimed that Portman drugged her, then took advantage of her drug-induced impairment. Portman claimed that Spaulding came alone, was "very forward seeming," and that she enjoyed "staying late."

Following Judge Randall's dismissal of charges, Ms. Spaulding could not be reached for immediate comment. Her editor, Harvey Walters, declined to comment on the events surrounding the case but adamantly defends Ms. Spaulding's character, claiming that "she is a morally upstanding, very decent girl, and one heck of a reporter."

Portman says he is relieved that judge Keezar Randall has dismissed the charges, and "being a gentleman," will not seek charges against Spaulding for defamation of character. "I'm just happy to be back to doing what I love best, advocating for arts and culture." Mr. Portman is a well-known and well-respected supporter of the arts on the North Shore and is believed to have the largest private library in Essex county.

THE LIBRARIES

Arkham Public Library has backfiles of the Arkham Advertiser, Arkham Gazette, and Boston Globe; the University's Orne Library carries similar backfiles. A successful **Library Use** roll at either place turns up an article in the Arkham Advertiser (handout 1), dated fourteen months ago:

The following week's paper detail another disturbing report (handout 2):

Another successful **Library Use** roll shows that a year following these disturbing events, the Schumaker house was sold at auction to Arkham Independent Real Estate Agency.

A front page, lower column story for the Arkham Advertiser, the facts of the article are reprinted as a small box of text buried in the middle of the Boston Globe's regional news section.



Blog entries taken from Emily Schumaker's web page:

(Handout 4)

"Finished Orwell's 1984 two nights ago. Pretty good stuff, but Animal Farm is still a personal favorite. Purchased a new book yesterday at the George Portman estate sale. Attractive thing, bound in rich leather, and with 'My Life' printed on it in gilt. Appears to be a diary or something. Sort of creepy, buying a book from the estate of a murderer, but I suppose it's kind of a thrill to own something from a murderer's library. Got it for a real steal – five bucks! You know, I wonder if it's the killer's own diary! That would be too weird. The writing inside looks too old to be George Portman's but maybe it's a relative of his or something like that."

(Handout 5)

"It's definitely a diary. Doesn't appear to be George Portman's diary (whew!), but a probably a relative: Stuart Portman. Apparently creepiness runs in the Portman family. That Stuart guy was in to some pretty perverted stuff. I've just started to read it, but the guy apparently did some pretty awful things to women in his day; we'll see if he ultimately gets away with it, if the diary goes that far. Fascinating read – I hate to put the thing down – puts today's 'true crime' paperbacks to shame!"

(Handout 6)

"Have had awful dreams lately. Terrible dreams – involving women. I'm not a lesbian. And I don't force people like that. Why am I having these dreams? Worse, why are they so appealing? That diary has brought out a side of me I don't like, and worse, I can't seem to stop the images in my head. I find myself looking at women in a way I have never done before. And the hunger – for them – is awful. It's not even a lesbian/straight thing, the scary part – it's wanting to own them, to have complete control. It's frightening."

(Handout 7)

"Betsy Holmer. She's fifteen, and she lives on my street. I find myself standing by my window, just waiting for her to get off the bus. It frightens me. One minute I'm at my computer – like now – the next I'm drawing aside the front curtain, looking for her. It's like I'm not me. I shake myself to regain composure, bring myself back from wherever – whoever – but gradually I lose it again. There's stuff in my medicine cabinet – ketamine hydrochloride – that I don't remember buying, but there it is. Jesus what the hell is happening to me? It has to be that book. But that's just crazy. Am I crazy?"

AT THE NEWSPAPER OFFICES

Of Arkham's two newspapers, only the Advertiser ran the above stories. The Gazette has fallen from its once lofty status to become a mere weekly shopper, full of advertisements for local crafts fairs, martial arts studios, hairdressers, etc. However, Investigators specifically digging into the deep archives of the Gazette (with a successful **Library Use** roll) will find potential gold in the

yellowed columns of long-gone reporter Willard Peck (see handout 3).

Access to the newspaper's morgues is gained via successful Fast Talk, Law, Persuade, or Credit Rating rolls. Essentially looking like an "upright citizen" and politely inquiring is enough to gain access. (Handout 3) is available only in the deep backfiles of the Arkham Gazette:

42 EAST STREET, ARKHAM

Investigators searching 42 East Street in search of clues will be disappointed. A tidy, 1940's era cape-style, two-bedroom home, the place has been thoroughly cleaned out by Arkham Independent Real Estate pursuant to their acquisition of the property for resale. A real estate "for sale" sign swings in the breeze out on the front lawn, offering Phyllis Gagne's name and office number, and a smiling image of the realtor.

Close inspection of the front door reveals fairly recent repair work has been done where the police forcibly entered the home over a year ago. The home's front door, back kitchen door, and cellar-access bulkhead are all locked, requiring a successful **Locksmith** roll to enter.

Within, Investigators will find a house barren of furniture and personal effects, ready for resale and frustrating any attempts to gather clues as to what occurred here some fourteen months previous.

WHAT NOW?

At this point Investigators may have these facts in hand:

- The Investigators likely have in their possession a mysterious book, taken from a friend in trouble.
- Friend Ryan Davies says he received the book as part of an estate sale, purchased from Arkham Independent Real Estate.
- The real estate agency reveals that the books came from 42 East Street.
- At 42 East Street, something very dire occurred approximately a year ago: likely rape then suicide.
- Is the rape and suicide linked to Ryan Davies present situation? Did Emily Schumaker fall prey to the mysterious diary, commit a violent sexual crime, and then kill herself days later? If so, where did she get the book?

Clever Investigators will seize on the fact that Emily Schumaker was a web designer, and therefore may have had a significant web presence or blog space (allow an **Idea** roll for this if no Player Investigator decides independently to do a web search on Schumaker). A simple web search will turn up that Emily Schumaker did indeed have a personal web site and running blog. The entries run for a number of months, and reveal:

- Emily Schumaker was interested in all aspects of web design.
- She was also something of a used book collector; her reading interests were eclectic.
- About a year and a half ago, Schumaker picked up a book at an estate sale of one George Portman. The book had an attractive leather binding and seemed to be a personal diary. Intrigued, Schumaker bought it for a mere five dollars (see handout 4).
- Things started to get strange as Schumaker read more in the bizarre diary, which she claims is some sort of weird family history (see handout 5).
- Schumaker starts getting urges and having dreams similar to the events in the diary. She wants to stop reading but cannot (see handout 6).
- The last web log details Schumaker's awareness of a teenage girl on her street, and having feelings towards the girl that both arouse and frighten her. Somehow it all seems connected with that book she purchased (see handout 7).
- The web entries abruptly stop. Their ending coincides with the attack of the teenage girl on East Street and Schumaker's suicide.

Based on these blog entries, Investigators now have a new lead: "the George Portman estate sale."

FACTS ABOUT GEORGE PORTMAN

- Inherited his great-uncle's large Arkham home in the early 1980s after it had been sitting vacant for many years.

(Handout 8)

"Englishman Inherits Great-Uncle's Home"

Although the first English settlers in Arkham arrived on the Mayflower over 350 years ago, our good city continues to beckon newcomers from the mother country to our shores. Such a newcomer is George Portman, who arrived here last month. Mr. Portman, originally from Bradford, England, has transferred his residence to Arkham's Portman House on West Pickman Street. The residence – once the home of influential Arkhamite Stuart Portman – sat abandoned for many years until it was recently rediscovered by Mr. George Portman as part of his inheritance.

"I've been to the United States several times in the past, mostly on business, and find its pace suits me. I look forward to fixing up my great-uncle's old place and making it my own."

Welcome to Arkham and America, Mr. Portman!

(Handout 9)

"Local Home a Museum of Literary Treasures"

(Dated approximately a year after Handout 8)

Local homeowner George Portman, who inherited his grand-uncle's estate a year ago, is discovering a horde of literary treasures in his West Pickman Street home. "My great uncle Stuart collected rare and wonderful books from all around the world," declares current resident George Portman. "I've been fixing up the house for almost a year now, and the books left behind by my great-uncle are remarkable treasures." Portman pulled two books from a nearby shelf as evidence: "See this, a first edition Washington Irving. And this, a child's prayerbook, bound in deerskin. It was printed by the firm of Barker in London in 1618 and likely came over on the Mayflower." These two treasures are but a few acquired by the late Stuart Portman, whose book collection became one of the finest private libraries on the North Shore. George Portman has taken it upon himself to organize and assess his ancestor's literary trove. "Despite all these wonderful published works," declares Portman, "my favorite book is this." Portman holds up a large, bound book with the words *My Life* etched in silver on its cover. "No, it's not *Mein Kampf*," jokes Portman, "in fact it's my great-uncle's diary. I've just discovered it and look forward to reading it." When asked what he'll do with all the other fine books in his home, Portman remains undecided. "I'd like to read a few of them, of course. Perhaps someday I'll donate them to the local library or university." No doubt Mr. Portman's words will stir interest at both Arkham Public Library and at Miskatonic's Orne Library! In the meantime, we hope Mr. Portman enjoys his great-uncle's diary and the continued refurbishment of his West Pickman street home.

- Quickly became obsessed with the life of his great-uncle Stuart Portman after finding Stuart's diary.
- About a year after moving in to his great-uncle's estate, George Portman is accused of raping and murdering a female college student living on his street.
- Portman arrested, pleads innocent to charges. Later changes plea to insanity. Sentenced to life in prison without parole.
- Years of lawyers, lawsuits and appeals sap away Portman's fortune – he is forced to sell his family home in Arkham.
- North Shore auction firm sells off Portman's household effects, including the diary of his great-uncle.

(Handout 10)

"Rape and Murder Shock Arkham, Suspect Already in Custody"

(Dated approximately six months after Handout 9)

Shocking news today of a weekend rape and murder of a Miskatonic University undergraduate. Rhonda Jackman, a junior at the University, was found in the early morning hours on Sunday at the home of Arkham resident George Portman. Jackman had been found drugged with Ketamine Hydrochloride – a popular date-rape drug - and was pronounced dead of asphyxiation at the Miskatonic University Medical Center. Medical examination revealed that she had been subjected to repeated sexual assault while under the influence of the date-rape drug. Arkham resident George Portman of 299 West Pickman Street, has been arrested, charged with sexual assault and murder. "It's a very sad, disturbing event," reports Arkham Chief of Police Andrew Regan. "We're pretty confident we've got the assailant, but we wish we could have prevented this from happening." Miskatonic University President Jane Harrington states "we take a very protective interest in the well-being of our student body. For something like this to happen is just terrible. No young person should ever be subject to such treatment. Our sincerest condolences go out to all the friends, family, and schoolmates of Rhonda." President Harrington says that grief counselors will be on hand throughout the upcoming weeks to help students and others cope with this tragic ordeal.

(Handout 11)

Portman Pleads Insanity in Murder Trial

Accused rapist and murderer George Portman is set to enter an insanity plea this week at Salem District Court, claiming that the spirit of a deceased relative motivated him to commit rape and murder. Readers will recall that Portman allegedly kidnapped, drugged, raped and murdered Miskatonic University undergraduate Rhonda Jackman eight months ago.

How the Investigators May Uncover These Facts

A **Library Use** roll going through the newspaper files at the Arkham Public Library, the Miskatonic University Library, or the newspaper morgue will turn up a long string of articles beginning with a minor column (Arkham *Advertiser* only) "Englishman Inherits Great-Uncle's Home" and ending with "Portman Estate Sale Saturday" (again, Arkham *Advertiser* only).

Investigators can travel to the maximum-security prison in Walpole, Massachusetts and interview George Portman.

A native of Great Britain, Mr. Portman has no prior criminal record either in the United States or in his native England. The *Advertiser* has featured Mr. Portman in the past for the renovation of his historic home in town, as well as the rare book collection Mr. Portman inherited from his great-uncle, bibliophile Stuart Portman.

According to police reports, Miss Jackman was last seen by schoolmates leaving an off-campus party on Boundary Street around two-thirty in the morning on Sunday. A silver, late-model Saab pulled up to Miss Jackman, and the driver of the vehicle forced Miss Jackman into the car, then sped off with her. Friends attempting to catch up with the pair could not get to the vehicle in time, but made out a partial description of the vehicle to Arkham police.

Arkham police detectives, working off the description of the license plate, were able to track the vehicle as belonging to Mr. George Portman. Upon arriving at Mr. Portman's residence later Sunday morning, police were admitted to the residence by Mr. Portman. Inside, detectives found Miss Jackman unconscious. Emergency medical personnel transported Miss Jackman to Arkham Medial Center where she was pronounced dead. Mr. Portman was taken into custody without incident.



INTERVIEW WITH A MURDERER

Investigators may wish to obtain an in-person interview with George Portman, who is quite alive and serving his time at MCI-Cedar Junction maximum security prison in South Walpole, Massachusetts. South Walpole is a community southwest of Boston, about an hour's drive from Arkham. The prison is along Route 1A, a large, cheerless, whitewashed concrete compound with nine observation towers, twenty-foot perimeter walls, and five strands of barbed electrical wire on top.

Investigators contacting the Superintendent of the Prison may, with police credentials, press credentials, or a successful **Law** roll be admitted to see Mr. George Portman. Investigators are admitted through a phalanx of barriers and security checkpoints to the interview room. All visitors, including those with police credentials, will be asked to temporarily surrender any personal firearms or other weapons, cigarette lighters, keys, etc. and will be thoroughly searched before being allowed into the confines of the maximum security prison.

The interview room consists of a concrete chamber bisected by a long counter, surmounted by clear, shatterproof plexiglass plating. A telephone on each side of the glass is used to communicate. George Portman is escorted to his side of the glass by two large, baton-wielding corrections officers. Portman wears a bright orange jumpsuit, booties of the same color, and is shackled at the wrists and ankles by a connecting length of stainless steel chain.

George Portman does not look well. He is gaunt, haggard, and haunted-looking. In his early forties, Portman's hair has grayed prematurely and is uncombed. His eyes dart to and fro, fully taking in the aspect of his interviewers before continuing their endless roving about the confines of the place. Successful Psychology rolls hint that a glint of madness shimmers in his eyes.

- Portman will (naturally) want to know why Investigators have come to see him. Regardless of their exact questions, the content of Portman's side of the conversation runs thusly:
- He swears he never did kidnap, rape, and kill the Jackman girl. It was "him, the monster," states Portman.
- Portman makes reference to a book, "a damn book that I never should have read." He says his life would have been forever normal and happy if he'd never found and opened that damn book.
- "He gets out of the book, gets in your head," asserts Portman. "Somehow, he's in that book, and then he gets out, and you do what he wants." The prisoner grimaces, "then he retreats back in there. He's a monster."
- "Find the book!" exhorts Portman. "Find it, and destroy it! Destroy him before he can do this to someone else. It's all in there. Destroy it, and destroy him."

At this point Portman can offer no further helpful information, and the interview should conclude. With a last sad look, the prisoner is escorted out of the room and back to his solitary cell by the guards. Investigators may recover their temporarily surrendered items and leave the cheerless confines of the penitentiary.

By now Investigators should have followed up on one or more of these leads:

- Ryan Davies at the police station or at his home
- Katelyn Davies at the Davies household
- Emily Schumaker's Internet journal entries
- Phyllis Gagne at Arkham Independent Realty
- George Portman at MCI-Cedar Junction prison in Walpole, Massachusetts
- Assorted Globe and Advertiser articles detailing the tragic events surrounding Emily Schumaker and George Portman soon after the acquisition of Stuart Portman's book *My Life*

(Handout 12)

Portman Found Guilty of Rape, Murder

(Dated approximately twelve days after handout 11)

A jury today found George Portman, of Arkham, guilty of the rape and murder of Miskatonic University junior Rhonda Jackman. Mr. Portman visibly broke down as the verdict was read. Jackman's family was also visibly upset. Portman is set to be sentenced tomorrow at Salem District Court.

(Handout 13)

Portman Sentenced to Life Without Parole

(Dated approximately 24 hours after handout 12)

Judge Kathleen Archambault today sentenced convicted rapist and murderer George Portman of Arkham to life in prison without the possibility of parole. Portman's attorneys promise to appeal Portman's case. Portman is to be transferred to MCI-Cedar Junction penitentiary in Walpole, Massachusetts.

Several further articles detail failed appeals by Portman's attorneys. As the legal proceedings bled away Portman's sizable financial portfolio, the final article in the *Arkham Advertiser* lists an estate sale at 299 West Pickman Street, Arkham.

(Handout 14)

Estate Sale Today at 299 West Pickman Street in Arkham

Books, furnishings, quality home electronics and more tomorrow only at 299 West Pickman Street, Arkham, 10 am to 4 pm All items to be sold at pennies on the dollar.

It is also likely that Investigators have Stuart Portman's cursed diary *My Life* in their possession, either finding it for themselves in the Davies household or being given it by a fearful Katelyn Davies.

SAMPLE ENTRIES FROM My Life:

November 14th, 1933

"Acquitted of all charges - huzzah! I knew that the jury and that old fool Judge Randall would see only my family name and my money and I'd be acquitted. Good riddance to that Spaulding woman - she should make no further trouble, now that she's been publicly humiliated. Must order more ketamine."

January 24th, 1934

"Last night, a fine evening, thanks to that little Portuguese tramp from French Hill. Perhaps I'll call on her again. Things got a little rough, but I did not even have to use the bottle. She cried, but they all do. The little hussy - what an actress. Doctor's appointment later today. Will check the post office on the way over to see if the Italian folio is waiting for me. Perhaps a graduate student from Miskatonic can help me translate it."

February 14th, 1934

"Bad news from Doctor Halpner: they found a spot on my lung. Damn! Must give up the

Balkan Sobranies. This puts everything in a new light. Hell, I can beat it. Found a pretty young thing from the Languages department at Miskatonic to help me with the folio. I've been keeping her late every night this week. She's coming around. Perhaps tonight? She's rather willful - the ketamine will work its magic, no doubt."

March 22nd, 1934

"More bad news from Halpner: it's spread, and growing quickly. Must find a way to beat this. Had my way with the graduate student. As I suspected, the ketamine was required. She was so mortified after that she'll hardly keep mum, though I doubt she'll be around to help me translate the rest of the folio. That is all right - it's mostly completed. Have ordered some new books on medicine and disorders of the lung. Tired more often."

April 11th, 1934

"Halpner and his colleagues are no help. Getting worse. There's nothing in the medical books that can help me. Halpner wants to operate, take away my left lung, but the cursed stuff is already spreading to my right. He says I can look forward to maybe a year or two, if the operation is successful. Imagine! All that misery, for a year or two! Bah!

May 21st, 1934

"I have it. I've had it for years, right under my nose, on the shelves here in my home. The Zekerboni holds the key. It's in Italian, but my recent graduate student helper has imparted enough knowledge of the language for me to get started. For the more difficult passages - there are many - I'll hire one of those miserable foreign folk that live in French Hill. Someone that knows how to read Italian and won't make the sign of the cross after translating every other passage for me. Someone discreet, reliable, unimagina- tive. Offer enough petty cash and the right literate cleaning woman or truck driver or store clerk will take on the job."

July 28th, 1934

"After much translation, studying, and experimentation, I believe I have it. And none too soon. This frail body is failing. I must call on the Dark Messenger of the Gods, a sort of sentient force that is mind, will, and purpose of the utterly mindless chaos that is the true universe. I must invoke this dark will, this Black God, and release to it my fervent desire to escape this rotting prison of flesh to become something that will allow me to continue on. But what will my new form be? It is written that

There must be a better way!"

April 30th, 1934

"Books have been a great part of the joy in my life, and now it is to books that I turn for my very life. Not the medical books, the so-called science books of modern man. No, I turn to an older science - darker, perhaps - but can these ancient tomes with their strange secrets be any less precise than the modern texts that fail me now? I will find a way."

(Note to Keeper: the "Angel of the Gates" is a Dimensional Shambler. It is automatically summoned when any physical harm is attempted on the book that Portman has become. The Shambler will take the book away from interlopers (possibly causing incidental carnage) and makes off with it through space and time to the Library at Carcosa. It's possible the Shambler will also transport unwitting Investigators to the Library at Carcosa as it transports the book.

the new form must be something my soul desires. And that would be???"

August 1st, 1934

"Have made proper ritual and invoked the ceremony of the guardian. Now whatever my new form shall be when I invoke Him, my new form shall be guarded from harm by an angel of the gates."

August 6th, 1934

"By the gods of light and darkness - what have I done? But this is wonderful! I am here! Here, in the book! I am the book! I never expected He would grant me this form. But he has! No more illness, or earthly worries! An eternity to spend, here!"

(undated entry)

"I wait, and dream, and wait."

(undated entry)

"Hello, George. Yes, what you're reading here is real - yes I'm addressing you. Say hello to your great-uncle. I plan on getting to know you much better. I see you don't have a wife. No matter. We'll work something out shortly. Feeling a bit strange, are we?"

with the consequences, the whimpering whelp. God but it felt good to exercise the old lusts!"

(undated entry)

"They've taken my grand-nephew away, and so I've retreated here again, to rest and dream. This is the life. I wonder, are there other book-souls out there, somewhere? Or am I the only genius to have figured out this wonderful life? No matter. I will rest, and wait for another fool to come along. What is time and waiting, now? I have all of eternity!"

(undated entry)

"I sense another presence - female. Are you there, my darling? Yes, I am addressing you. No, you are not insane - at least not yet (smile). Let's get better acquainted..."

(undated entry - written in a different hand)

"Whoa! This is too weird! Where the hell am I? One minute I'm reading that funky old journal and sitting in front of my computer, and now I'm here - wherever the hell here is. Can't feel much of anything. I think I'm in my computer room, but can't be sure. It's like that book was addressing me, was aware of me and talking to me. That's crazy. Then wham! Here I am. This is crazy. Emily Schumaker, what have you gotten yourself into?!"

(undated entry)

(undated entry - written in a different hand than earlier entries)

"Dear God where am I? Who am I? One minute I'm reading that terrible journal, and now I'm...where? Why can't I feel my arms and legs? It's dark, but not dark, and I can see pictures. It's as if I'm only mind. Have I been drugged? What is happening? Must remain calm. I am George Portman. I am George Portman. I was born in Bradford, England. I went to University there. I am now living in Arkham, Massachusetts. I have discovered my great-uncle's diary. He - he talked to me through it, somehow. And now I am here. Which is...where?"

October 14th, 199-

"Well, back again. This new world of the nineties fascinates me, especially this Internet business. Cars have not changed much, and I quickly mastered the use of my great-nephew's automobile. It was very handy in making off with the Jackman girl. She gave some resistance, but as usual the ketamine never fails. Of course I do not have to be subtle anymore. My great-nephew will deal

"Back to my fortress. Some time has passed. I sense that George - my grand-nephew - is long gone. Alive, perhaps, somewhere, but long gone. His things have been sold off. I have found myself in the grip of a young woman; her name is Emily. At first I wondered, will I be able to take control of a female as easily as I had my great-nephew? Would the fact that she was not a relative make a difference? I am glad to report it made no difference. Her will was stronger than my pathetic grand-nephew's but I am practiced and overbore her defenses. She eventually surrendered to me. I've enjoyed being in the female form, though my interests and sensibilities remain indelibly my own. I've possessed her several times, exploring this woman and her reality. She suspects little and can react to even less. Hah! What can she do but bend to my will? I've found a new target: a girl that lives on Schumaker's street. Being in the form of a woman myself this time shall make things different, perhaps challenging; certainly a novelty!"

(undated entry)

"The schoolgirl on Schumaker's street was a delight. Again, no need for subtlety. I simply invited the girl in, made her at ease, gave her the stuff in an offered drink, and then enjoyed myself tremendously. The girl

fled soon afterwards - perhaps the ketamine was weak (I did not skimp on quantity) - but no matter. Again, I can do as I please, and let the fool Schumaker woman take up the consequences. She seems terribly distraught - hah! It must be difficult having such a conscience.

(undated entry)

"Again to sleep, to dream. The Schumaker woman is gone. Stupid woman. I have rested, re-checked the warding that guards my immortal form. I wait."

(undated entry)

"I sense still another soul perusing these pages. A youngish man. Handsome, with a family. A fine candidate for my explorations. And an added delight - he works in a bookshop! Though I daresay what they sell there is trash. Not fine books - just a common book-seller."

(undated entry)

"Damn - that fool clerk bungled and was caught red-handed with the drugs. I've retreated here, of course - I'm immune - but he's out of the picture, at least for now. His troubles with the law should be slight, and I'll be back with him soon. But acquiring the needed chemicals will be doubly difficult, now."

(undated entry)

"I sense a new presence. Someone - or some persons - prying into my affairs. You there. I know you are there. You've read my history - good for you. Then you should know how easy it will be for me to render you harmless, and useful."

At this point the Investigator reading Stuart Portman's diary may be vulnerable to a spirit possession attempt by his foul essence. Keepers, consult Portman's statistics and description at the end of the scenario to manage this encounter.

Investigators should have a good idea that Stuart Portman's *My Life* is at the root of the mystery. They are likely to take one or more of the following actions:

- Investigators will wish to read Stuart Portman's journal.
- Investigators will wish to destroy Stuart Portman's journal.
- Investigators will wish to ship or store away Stuart Portman's journal where it is not destroyed, but is hidden away and can do no more harm.

STUART PORTMAN'S JOURNAL

A large volume bound in burgundy-colored leather, the text block is edged with silver gilt and the front cover sports the words "My Life" in silver. The pages are rich, thick-fibered, and supple. The text itself is handwritten in bold strokes, as if by a fountain pen. The ink is an odd hue, rust brown (in actuality, Stuart Portman's lifeblood). On the creamy-white pages, the text font contrasts nicely, and is easy on the eyes.

The contents of the journal are anything but nice, and do not make for easy reading. Begun sometime in the 1920s, the book details the life and sex crimes of socialite Stuart Portman. The man revels in his ability to repeatedly get away with rape. Later the journal details Portman's grim awareness that he has come down with terminal lung cancer, and his many efforts at finding a cure. The journal hints that Portman is very afraid of meeting death with so many hidden crimes and abuses attached to his person. Rather than repent, Portman seeks out forbidden knowledge when conventional cures fail him. The journal details Portman's plans to transform himself into a book, his one passion in life other than indulging in illicit lusts.

From this point in the diary, the entries take on the character of Portman being transformed or transfigured into the book itself; somehow his spirit has merged with, or become, its pages. Portman exults in his newfound lease on life, and yet laments that the pleasures of the flesh which he has enjoyed for so long will now be denied to him. He wonders if somehow he can exert his will on those who read his journal.

The next section of the diary details its discovery by George Portman. In a bizarre sequence, the journal's pages address George Portman, and then the narrative switches to George Portman himself, somehow trapped in the journal while his great-uncle Stuart ranges free in his grand-nephew's form. After George Portman is arrested, similar passages detail the siege of Emily Schumaker's mind and body. Lastly, the diary details a similar series of exchanges with Ryan Davies.

Investigators reading Portman's journal will soon find themselves written into its pages, and must make an immediate **POW vs. POW** roll against the book's POW of 18 to avoid being sucked into its pages, a psychic hostage, while Portman again ranges free in the bodily form of the Investigator. If this occurs, Portman will try to indulge in his sexual misconduct by having the Investigator obtain large quantities of ketamine hydrochloride, then use the drug to render female victims senseless. He is none too careful about covering up his crimes, as he can always retreat back to the pages of his journal and leave the original mind of the Investigator back in its body to face up to Portman's misdeeds. While possessing another's form, Portman will also try to protect the book or do away with nuisance acquaintances of the host body, if they in some way threaten his existence within the pages of My Life. Again, Portman feels he can be direct in his actions, fearing little if any consequences of his misdeeds.

In the occult studies that ultimately led to Portman's present state, he was able to research a number of warding spells to protect his new form. After all, what good would it be to find new life in a book only to be shredded, burned, or buried? Portman's essence is semi-sentient within its pages, and is aware of its immediate surroundings. Therefore, whenever the journal My Life is physically threatened, a ward set into place by Portman before his transformation is triggered. The ward summons a Dimensional Shambler that will take the book away from those who would do harm to its pages.

DEFEATING STUART PORTMAN

Defeating the body-possessing phantom that Stuart Portman has become will not be easy, even for experienced Investigators. To get a most direct understanding of what is happening, an Investigator will likely wish to read Portman's My Life. Portman is sentient while lurking in the pages of his book-body, so just reading the diary triggers a takeover attempt of the reader's body by Portman (see Portman's statistics at the end of the scenario). Investigators who succumb essentially free Portman to do as he will in the hapless reader's body. Portman is free to decide when to reverse the process and while in residence in the

hapless reader's body, may prompt them to commit heinous crimes of lust, attempt to eliminate fellow investigators, or take the book to a secure location.

Investigators who do not fall under Portman's spell may wish to simply destroy the book. Attempting to destroy the book, bury it, or otherwise attempting to cause it harm triggers a dormant warding spell that Portman put in place just before his original transformation. The warding spell summons a Dimensional Shambler to spirit the book away to safety, and incidentally cause harm to any that get in its path. The Shambler's statistics are at the end of the scenario.

If the Shambler is defeated or driven off without the book, Investigators could then destroy the book. If this occurs, Stuart Portman would make a final, desperate attempt to possess a nearby participant he has not yet tried to inhabit. If he is successful, the hapless reader dies with the book's destruction and Portman reigns in his newly assumed host form. However, no longer having the diary to retreat to, Portman – no fool – will be much more circumspect in his actions.

One way to destroy Portman would be to kill the host body while Portman inhabits it. This is shockingly amoral and further, traps the hapless reader within the passages of My Life, forever doomed to a strange half-life within the pages of the book. However, Investigators with access to the spell "Body Warping of Gorgoroth" could conceivably transform the book back into the reader's original form.

Investigators who manage to destroy Stuart Portman while he lairs in his book-body receive 1D10 Sanity Points for doing so, plus any additional rewards for defeating a Dimensional Shambler. Those who kill Stuart Portman while he is in command of a hapless reader's body lose 1D8 Sanity Points for committing murder even while ridding the earth of a maleficent spirit.

STUART PORTMAN, book fiend

| | | | | |
|--------|--------|--------|--------|--------|
| STR-- | CON -- | SIZ 04 | INT 16 | POW 19 |
| DEX -- | APP -- | EDU 18 | SAN 0 | HP 06 |

Damage Bonus: n/a

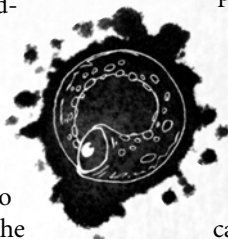
Weapons: Possess*, match POWs on Resistance Table

Spells: Summon Dimensional Shambler**

Skills: none

Sanity Loss: 0/1D6 to experience possession by Stuart Portman's spirit.

* A **POW vs. POW** roll against Portman's POW of 18 is required to resist Portman's spirit from transferring itself into a target's mortal body. If successful, the reader's consciousness, in turn, is banished to the pages of his journal, My Life. Keepers at this juncture can add entries to My Life as if in the voice of the



Investigator trapped in its pages. A single, initial successful roll is needed by the monster Portman to come and go at will from the journal to the hapless reader. The victim must make a **POW x 4** roll to accurately recall these episodes. As each day between episodes passes, the hapless reader must succeed at a **POW x 3** roll (day two), **POW x 2** roll (day three), **POW x 1** roll (day four), a halved **POW** roll (day five) and finally, by day six, all that remains of the episodes are queer, distorted memories and fuzzy sensations. And, typically, the earthly consequences of Portman's immoral sprees while loose in the victim's mortal shell.

DIMENSIONAL SHAMBLER, plane-traveling book guardian

| | | | | |
|--------|--------|--------|--------|--------|
| STR 19 | CON 16 | SIZ 19 | INT 7 | POW 10 |
| DEX 10 | APP -- | EDU -- | SAN -- | HP 18 |

Damage Bonus: + 1D6

Weapons: Claw* 30%, 1D8 + db

Armor: 3-point thick hide

Spells: none

Sanity Loss: 0/1D10 Sanity points to encounter the Dimensional Shambler.

I DID WHAT THE VIRGIN ASKED

A Scenario Written By Matt Sanborn

...Wherein human lives are destroyed so that a jaded alien race may experience cheap thrills...

BACKGROUND

During the 1920s and 1930s St. Michael's church was heavily funded by infamous Arkham crime boss, and devout Catholic, Danny O'Bannion. Father Paul Walsh, a very disturbed man, gladly took the money with the idea of funding activities that would shock his parishioners, including his gangster patron. The money gave Walsh an idea, a way to indulge in his most depraved fantasies.

Alcohol and fervent prayer had long kept Walsh's twisted urges in check, but once an Insect from Shaggai entered his brain, the priest became a raw, rampaging Id. Driven mad almost immediately, this twisted man used the orphanage attached to the Church as his own sexual candy land. With the gangster's generous funding, Walsh funded many all-boy group activities, including camping trips. It was here Walsh would groom his victims.

On one such camping trip in 1922, far into the woods of New Hampshire, Walsh, quite drunk, became a little too rough with orphan Jerry Sullivan. The boy died. The priest quickly hid the boy in his car trunk and returned to the campsite where the other four altar boys remained in a drug-induced sleep.

In the morning, Walsh declared to the young campers that Jerry must have wandered off into the woods at night and was now lost. A thorough search involving the State Police ensued. Walsh returned to Arkham, buried the boy's body in the cellar of the rectory after abusing it one more time, then covered the area with many boxes of old church pamphlets.

A month later, after another generous parish contribution by O'Bannion, Walsh had an underground room and connecting tunnel to the orphanage built beneath the rectory. Alone, Walsh sunk the corpse young Jerry Sullivan in the drying cement, knowing there was no chance he would ever be found. The underground bunker was used for years, until the priest's insanity, drug and alcohol abuse broke him completely.

Upon Walsh's suicide, the Shan returned through its gate to the places beyond the stars. The portal for this gate is a seemingly innocuous painting of the Virgin Mary hanging in the basement of the rectory. Through this portal the insects would return, infecting generation after generation of priests, invading their minds, causing misery to delight their jaded, alien senses. The Shan infections drove these men to suicide, to debasement, to rape, and more than once, prison.

Sometimes the cerebral parasite would stay with the victim in prison or asylums to ride the amazingly unbalanced and unpredictable brain waves of these very mad individuals. The creature would force the inmates to create dangerous situations just for the feeling of the endorphins in the brain shooting through their ethereal body.

*I Did What the
Virgin Asked*

THE PRESENT DAY

Father James Hollow is very concerned. Recently junior priest Father Jason Shumway has been acting very odd. Keeping close tabs on his subordinate, Father Hollow believes it may soon be time to do something. Several nights he has found Shumway in the basement, but he is not sure why. The young Father Shumway has also been spending increasing amounts of time at the Lighthouse; the old parish orphanage currently utilized as a daycare center, religious education classroom space, and hub of after-school programs for local grade school children.

The senior priest has requested an immediate meeting with the Cardinal in Boston, in hopes of getting some help for this obviously confused young member of the Archdiocese. Neither man knows why Shumway is drawn to the basement; and Hollow is convinced his subordinate is ignorant of his own subconscious motivations.

The Shan invader entered Father Shumway three weeks ago as he was praying the Rosary for the sickly in his parish. He often found strength in the Virgin Mother, and most nights stared into her loving eyes in this particularly humble rendition of her. Even before the coming of the Shan, Father Shumway has harbored a terrible secret: since he reached puberty, the young priest has lusted for small children. Feeling that the life of celibacy in the priesthood would completely end the possibility of him ever acting on these desires, he entered the seminary three years ago at age 22. St. Michael's in Arkham is his first parish assignment.

The Insect wants Father Shumway to reopen the room known as "Little Hell" – the secret subterranean room constructed by long-gone Father Walsh - and let the horrors flourish once more.



"LITTLE HELL"

In 1923, using the money O'Bannion gave the parish, and hiring discreet immigrant workers from another community, Father Walsh built two tunnels and a small room six feet below the ground. There was and still is but one purpose of this room - to indulge in the most debased activities man - or his alien brain parasite - could devise.

A tunnel runs from the basement of the rectory, underneath the churchyard to a room of concrete six feet underground, then continues on to the basement of the orphanage, thus connecting the two buildings. Large doors at either end of this dreadful hall lock with a steel deadbolts. Unspeakable acts of terror were administered upon single victims and groups of children for decades without as much as a police officer or parent ever realizing the defilement of the parish's youngest and most easily manipulated members.

BRINGING IN THE INVESTIGATORS

Father Shumway failed to appear for last Sunday's celebration of Mass. After filling in for his missing subordinate, Father Hollow went looking for him throughout the rectory. Reluctantly, and with a sense of failure, the head priest checked the cellar.

After a quick search, he was almost satisfied – and relieved – to find no one was down here, when he heard some distant noises coming from behind the boiler. Returning with a flashlight, Father Hollow discovered a previously hidden door which had apparently been recently re-discovered and recently opened. Cheap, thin wooden paneling had been rudely torn away from the aperture. With bile rising in his gorge, Father Hollow entered the secret door, finding a cement corridor beyond.

Moving down this low corridor, the senior priest discovered his greatest fear: Shumway alone in this small room with a young boy from the Lighthouse building. Both Shumway and the boy were dressed, but the senior priest knew something was about to happen. So stunned was Hollow that he could only utter, "Why isn't this boy in his CCD class?"

Hollow brought the boy back to the Lighthouse building, then returned to find Shumway staring blankly at the wall in his rec-



tory bedroom. The two men had a long talk and the junior priest was sharply rebuked by his monsignor. Hollow declared that the Archdiocese must be notified about this incident.

After the rebuke, as Father Hollow began to descend the rectory staircase, Shumway shoved him, gleefully watching the older man tumble down the stairs and land hard on his skull. Mary, the rectory housekeeper, found Father Hollow twenty minutes later and telephoned for an ambulance. In the hospital, conscious but in great pain, Hollow contacts the investigators, one of whom he knows or could be related to, and tells them of the dangerous man in the rectory who may have a taste for children. He will not tell the police anything, yet.

BEGINNING THE INVESTIGATION

Players will know about Hollow's fears about Shumway's possible abuse of children, and the violent attack. The elder priest will give them a set of keys to the rectory and permission to enter.

The players will probably decide to either confront Shumway, or lay back and maybe enter the rectory when he is not there.

FATHER JAMES HOLLOW, senior priest, age 65

STR 10 CON 9 SIZ 13 INT 16 POW 15
DEX 11 APP 9 EDU 18 SAN 65 HP 13

Damage Bonus: none.

Weapons: Fist/Punch 25%, damage 1D3.

Skills:

Biblical Lore 70%, Church History and Catechism 75%, Drive Auto 50%, Hide 65%, Listen 55%, Other Language (Latin) 70%, Persuade 70%, Psychology 65%, Spot Hidden 40%.

An honest and decent man who has become despondent over the situation with Father Shumway and the Archdiocese's foot-dragging over the matter. Father Hollow knows he must now reach outside the Church hierarchy and let others know what he fears is happening in the cellar.

Father Hollow will be laid up in the hospital due to a fractured skull for four weeks, but is not infected by the Insects from Shagghai.

FATHER JASON SHUMWAY, priest, age 25

STR 14 CON 15 SIZ 15 INT 11 POW 15
DEX 12 APP 13 EDU 16 SAN 19 HP 15

Damage Bonus: + 1D4.

Weapons: Fist/Punch 55%, damage 1D3 + 1D4

Carving knives 50%, damage 1D6 + 1D4.



Father James Hollow

SCHEMES OF THE SHAN

Keepers may opt to roll on the chart below, pick one of the courses of action, or explore their own ideas in determining what the Insects from Shagghai will force Shumway to do in order to create rushes of chemicals and electricity throughout his brain:

01 - 05: Shumway will aggressively hunt down the investigators; (see the section, "The Hunt Begins"). the next page

06 - 30: Shumway will begin to abuse children from the Lighthouse frequently; (see the section, "The Debasement Increases").

31 - 49: Shumway will attempt to kill Father Hollow while in the hospital, (see the section, "Patricide").

50 - 80: Shumway will bring the painting-gate to his superior; (see the section, "The New Infection").

81 - 90: Shumway will attempt to kill Jean Malley, (see the section, "The Death of A Supplicant").

91 - 00: Shumway will attempt to lure the investigators into Little Hell, and then kill them; (see the section, "Violence in Little Hell").



Father Jason Shumway

Skills: Bible History 60%, Church History and Catechism 65%, Drive Auto 40%, Hide 40%, Listen 48%, Persuade 59%, Psychology 40%, Spot Hidden 45%.

Shumway is a bit of a dullard and not really interested in serving the community. He knows he has an unhealthy obsession with young boys. He has become despondent knowing that entering the priesthood has not helped him quell the desires - only temporarily hold them at bay.

He is almost always controlled by his Shan invader, which wants this victim to engage in reckless, exciting, brain chemistry altering behavior. Should Shumway land in prison or be badly injured, this will thrill the Insect from Shaggai to no end.

ST. MICHAEL'S RECTORY

The Keeper should determine if Father Shumway is home when players arrive. Almost always in the house is elderly housekeeper Jean Malley. She is also infected by an alien cerebral parasite, but the Shan feels this brain is quite worn down with years. Her only odd side effect of the Insect's occupation is that the poor woman has begun to pull out, and then eat, her hair.

JEAN MALLEY, rectory housekeeper, age 69

| | | | | |
|-------|-------|--------|--------|-------|
| STR 4 | CON 9 | SIZ 10 | INT 11 | POW 9 |
| DEX 6 | APP 7 | EDU 9 | SAN 0 | HP 10 |

Damage Bonus: - 1D4.

Malley was infected by a Shan when she was cleaning the painting of the Virgin Mary in Shumway's room. She sits in silence eating her hair. She has no idea of what is happening around her, or that she is acting so peculiarly.

Due to years of conditioning, she will do almost anything that a priest asks of her, including lying and light violence.

(Map Two - Rectory)

CONFRONTING SHUMWAY

Father Shumway will adamantly decry any accusations about any violent actions towards his superior. He will openly scoff at any claims of possible sexual abuse - but he will slip and yell hotly at the investigators: "You have no proof!"

The next day Shumway will contact one of the Investigators by telephone and invite them over to the rectory. The Insects would very much like to ride the waves of these characters' minds, and they plan to use the priest to lure these individuals near their gate for entry.

THE SHAN'S PLAN

Wicked keepers should have fun with this. The Shan love the chemical rush in their victim's brain, and adrenalin is a particular favorite. They will not want the excitement to end, and will push Shumway to irrational moves as long as they enjoy the ride. This should allow the Keeper to have a lot of fun, especially if the Insects want Shumway to kill - for the sheer thrill of it.

THE HUNT BEGINS:

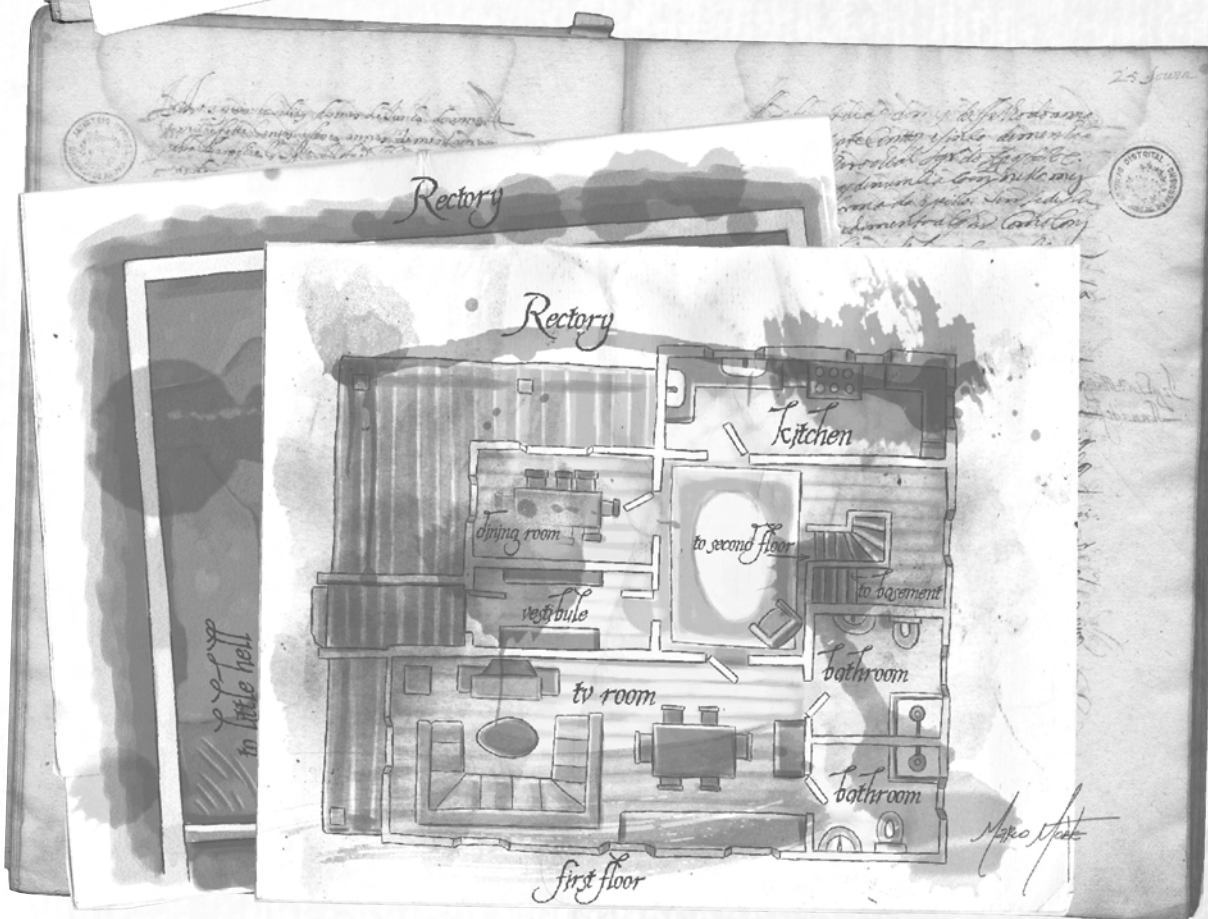
Should the investigators begin to spy on Shumway, he will violently attack them; enthralling his alien parasite. Should the players flee the scene, the mad priest will do his best to track them down and attack them at home, or wherever he first finds them. He will arm himself with two large carving knives if he has time to access them in the rectory's kitchen.

Should the players end up killing or wounding the priest, they may be hard pressed to answer law enforcement's inquiries, and may end up in a great deal of legal trouble and public scorn.

THE DEBASEMENT INCREASES:

As if right out of the past, Shumway becomes the newest predator in the parish's secret history of abuse. He will bring several boys into Little Hell and do what he wants to them. The nuns will only speak out if a child is killed; in which case the body will be stored by Shumway in Little Hell, using the corpse as a new toy. He will not give the nuns any reason for any child's disappearance.

Players must decide what to do while Father Hollow recuperates. Should this slow the game down, Keepers





may wish to roll or choose another action from the chart.

PATRICIDE:

Keepers should work out how this attack happens. Shumway will try and suffocate the priest with a pillow, but not before waking him up. Sensations of fear emanating from a victim are very thrilling to the alien parasite. Lucky players may even interrupt this violence.

However, if the Investigators themselves are carrying a Shan host, they may be taken over at this moment and assist in the murder.

THE NEW INFECTION:

Shumway will lurk outside Father Hollow's hospital room if the elder priest is not asleep. If his superior is asleep, he will enter the room, place the painting of the Virgin in his room, then leave; Hollow will become a host to a Shan intruder.

If a nurse, doctor, or investigator touches the painting-gate, they may become infected as well. The priest will begin to appease the Shan host by re-aggravating his injuries - punching himself in the skull, slapping his badly bruised hip, and so on.

Soon Father Hollow will be in bed restraints, quickly losing his sanity. He will call out for the players to help end his suffering by killing him.

THE DEATH OF A SUPPLICANT:

One night while she sleeps, Shumway suffocates and violates housekeeper Jean Malley. He will hide the body in Little Hell, and refuse to answer to anyone, including visiting superiors, about where the woman has gone.

Keepers may want to roll on the table again. Should this result happen again, treat it as Shumway hiring another lonely woman to live in the house. He will soon try to kill and violate him or her as well.

VIOLENCE IN LITTLE HELL:

Even though he may have cadavers of poor young boys piling up here, Shumway will contact one of the investigators and request they meet with him alone. He will insist on meeting at the rectory.

Should the player accept the invitation, Shumway will be in full ceremonial attire. He will tell the investigator he wants to show them something in the cellar, and then lead them down into his beloved secret chamber. Once inside, Shumway closes the door, smiles wildly, then attacks with the knives he has hidden under his garments.

THE HOLY MARY DEVICE

Not exactly a gate, but a device the aliens use to enter this world, once a host has touched any part of it. The Shan is instantly transported into the victim's mind. Once the victim has died, or the Shan becomes bored, the alien returns to its original world. The painter's name is in the corner: "Basil Ives." Those making a successful **Art History** roll will note the painting appears to have been created by an America artist between 1915 - 1920.

Shumway will place the painting-gate somewhere that Investigators will need to touch it, such as on their seat. He may also take the painting down while talking with the investigators and explain this art work inspires him daily. To prevent the infestation of the mind parasite, the player must make a **POW vs. POW** roll to resist infection. The Shan may try to re-enter the victim every time the investigator touches the item.

Keepers should not tell the player if there has been an infection. Upon arrival of the parasite the investigator may feel odd feelings and have bizarre dreams. The Shan will take control the first time an intense rush in the brain occurs. This may be at a terrible time for the party.

Destroying the artifact is relatively simple, as its physical properties are just that of a painting. Players must completely destroy the item to end the connection to the Shan's world - burning, using acid, etc. The frame is part of the artifact, and touching it opens the passages for these cosmic parasites.

END GAME

Should nothing be done before Father Hollow returns to his parish, the priest will become the prime target of Shumway's madness. Hollow will no doubt contact the investigators about this, if he can.

Violence is an unlikely solution to the problems here, and players may have to build a case against Shumway. Due to general clergy sexual abuse awareness, the police will take a far more active role against clergy if they believe something illegal is occurring.

If violence is used, justification must be proven. Though the Archdiocese has had its reputation damaged severely over the past decades, attacking a priest will never sit well with the public or law enforcement.

The Insects from Shagghai will gladly push humans to the very limits of extreme behavior, and will want company. The insects will use their hosts to introduce more victims to the Holy Mary Device.

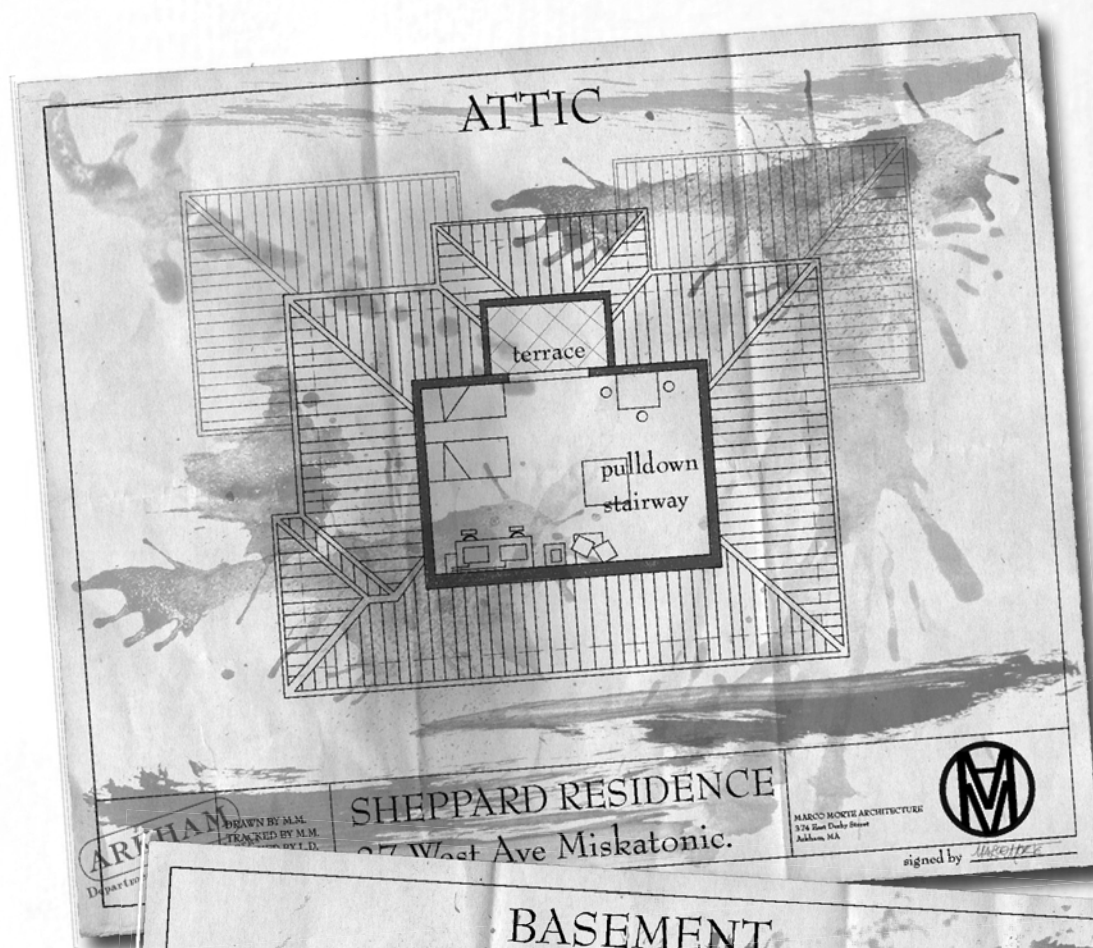


The Holy Mary Device

Handouts

LONELY HEARTS (TASTE GREAT)





LOST IN A BOOK

(Handout 1)

"Arkham Teen Allegedly Drugged, Then Raped"

Last Tuesday, police were summoned to a home on East Street on the report that a local girl had been drugged and raped. Arkham police are withholding the victim's name, though it is reported that she is a student at Arkham High School. According to statements, the girl was selling magazine subscriptions door-to-door in her neighborhood when the assault occurred. It is believed that police have a description of the alleged assailant, and are acting to move the case forward. After the alleged assault, the girl was released by her captor and wandered home, arriving there at approximately 8 pm. Her family called police, who are investigating.

(Handout 2)

"Suicide on East Street, May Be Connected to Assault"

On Thursday, Arkham police visited 42 East Street with an arrest warrant for Emily Schumaker, 41, possibly in connection with the reported drugging and sexual assault of a neighborhood teenager just days before. Police found Schumaker dead of apparent suicide at the house.

According to Arkham police detective Jane Yaris, police had questioned Schumaker just days earlier in relation to the alleged sexual assault on an Arkham high school student selling magazine subscriptions door-to-door as part of a fundraising effort. Police returned to the Schumaker residence two days later with an arrest warrant.

Receiving no response to ringing the bell and knocking at the door, police forcibly entered the home through the front door and searched the house. Schumaker, who lived alone, was found in the basement of the house. Officers found a significant quantity of so-called "date rape" drug ketamine hydrochloride in the house. Detective Yaris states that they do not know how Schumaker, a former web designer for a Worcester-based advertisement agency, may have come to possess quantities of the drug, but that Schumaker had no prior criminal record. Calls to Schumaker's place of employment have not been returned. Schumaker lived alone.

East Street residents are shaken by the events of the past week on their normally quiet street. Most declined comment, though one resident, 82 year old Marta Graves, stated "Arkham's a strange place. Odd things happen here. It's always been this way, ever since I was a girl. Maybe not on East Street, until now, but still, it's Arkham."

(Handout 3)

"Arkham Man Cleared of Charges"

November 13, 1933

Eminent Arkham native and supporter of the arts Stuart Portman was acquitted today of all charges stemming from an indecent assault charge levied against him by Ms. Susan Spaulding of Boston. As Gazette readers will recall, Ms. Spaulding, reporter for Enigma magazine, filed charges against Mr. Portman last year, after she had alleged to have visited Portman's West Pickman street home on journalistic matters. Spaulding had claimed that Portman drugged her, then took advantage of her drug-induced impairment. Portman claimed that Spaulding came alone, was "very forward seeming," and that she enjoyed "staying late."

Following Judge Randall's dismissal of charges, Ms. Spaulding could not be reached for immediate comment. Her editor, Harvey Walters, declined to comment on the events surrounding the case but adamantly defends Ms. Spaulding's character, claiming that "she is a morally upstanding, very decent girl, and one heck of a reporter."

Portman says he is relieved that judge Keezar Randall has dismissed the charges, and "being a gentleman," will not seek charges against Spaulding for defamation of character. "I'm just happy to be back to doing what I love best, advocating for arts and culture." Mr. Portman is a well-known and well-respected supporter of the arts on the North Shore and is believed to have the largest private library in Essex county.

(Handout 8)

"Englishman Inherits Great-Uncle's Home"

Although the first English settlers in Arkham arrived on the Mayflower over 350 years ago, our good city continues to beckon newcomers from the mother country to our shores. Such a newcomer is George Portman, who arrived here last month. Mr. Portman, originally from Bradford, England, has transferred his residence to Arkham's Portman House on West Pickman Street. The residence – once the home of influential Arkhamite Stuart Portman – sat abandoned for many years until it was recently rediscovered by Mr. George Portman as part of his inheritance.

"I've been to the United States several times in the past, mostly on business, and find its pace suits me. I look forward to fixing up my great-uncle's old place and making it my own."

Welcome to Arkham and America, Mr. Portman!

Blog entries taken from Emily Schumaker's web page:

(Handout 4)

"Finished Orwell's 1984 two nights ago. Pretty good stuff, but Animal Farm is still a personal favorite. Purchased a new book yesterday at the George Portman estate sale. Attractive thing, bound in rich leather, and with 'My Life' printed on it in gilt. Appears to be a diary or something. Sort of creepy, buying a book from the estate of a murderer, but I suppose it's kind of a thrill to own something from a murderer's library. Got it for a real steal – five bucks! You know, I wonder if it's the killer's own diary! That would be too weird. The writing inside looks too old to be George Portman's but maybe it's a relative of his or something like that."

(Handout 5)

"It's definitely a diary. Doesn't appear to be George Portman's diary (whew!), but a probably a relative: Stuart Portman. Apparently creepiness runs in the Portman family. That Stuart guy was in to some pretty perverted stuff. I've just started to read it, but the guy apparently did some pretty awful things to women in his day; we'll see if he ultimately gets away with it, if the diary goes that far. Fascinating read – I hate to put the thing down – puts today's 'true crime' paperbacks to shame!"

(Handout 6)

"Have had awful dreams lately. Terrible dreams – involving women. I'm not a lesbian. And I don't force people like that. Why am I having these dreams? Worse, why are they so appealing? That diary has brought out a side of me I don't like, and worse, I can't seem to stop the images in my head. I find myself looking at women in a way I have never done before. And the hunger – for them – is awful. It's not even a lesbian/straight thing, the scary part – it's wanting to own them, to have complete control. It's frightening."

(Handout 7)

"Betsy Holmer. She's fifteen, and she lives on my street. I find myself standing by my window, just waiting for her to get off the bus. It frightens me. One minute I'm at my computer – like now – the next I'm drawing aside the front curtain, looking for her. It's like I'm not me. I shake myself to regain composure, bring myself back from wherever – whoever – but gradually I lose it again. There's stuff in my medicine cabinet – ketamine hydrochloride – that I don't remember buying, but there it is. Jesus what the hell is happening to me? It has to be that book. But that's just crazy. Am I crazy?"

(Handout 9)

"Local Home a Museum of Literary Treasures"

(Dated approximately a year after Handout 8)

Local homeowner George Portman, who inherited his grand-uncle's estate a year ago, is discovering a horde of literary treasures in his West Pickman Street home. "My great uncle Stuart collected rare and wonderful books from all around the world," declares current resident George Portman. "I've been fixing up the house for almost a year now, and the books left behind by my great-uncle are remarkable treasures." Portman pulled two books from a nearby shelf as evidence: "See this, a first edition Washington Irving. And this, a child's prayerbook, bound in deerskin. It was printed by the firm of Barker in London in 1618 and likely came over on the Mayflower." These two treasures are but a few acquired by the late Stuart Portman, whose book collection became one of the finest private libraries on the North Shore. George Portman has taken it upon himself to organize and assess his ancestor's literary trove. "Despite all these wonderful published works," declares Portman, "my favorite book is this." Portman holds up a large, bound book with the words *My Life* etched in silver on its cover. "No, it's not *Mein Kampf*," jokes Portman, "in fact it's my great-uncle's diary. I've just discovered it and look forward to reading it." When asked what he'll do with all the other fine books in his home, Portman remains undecided. "I'd like to read a few of them, of course. Perhaps someday I'll donate them to the local library or university." No doubt Mr. Portman's words will stir interest at both Arkham Public Library and at Miskatonic's Orne Library! In the meantime, we hope Mr. Portman enjoys his great-uncle's diary and the continued refurbishment of his West Pickman street home.

(Handout 12)

Portman Found Guilty of Rape, Murder

(Dated approximately twelve days after handout 11)

A jury today found George Portman, of Arkham, guilty of the rape and murder of Miskatonic University junior Rhonda Jackman. Mr. Portman visibly broke down as the verdict was read. Jackman's family was also visibly upset. Portman is set to be sentenced tomorrow at Salem District Court.

(Handout 10)

"Rape and Murder Shock Arkham, Suspect Already in Custody"

(Dated approximately six months after Handout 9)

Shocking news today of a weekend rape and murder of a Miskatonic University undergraduate. Rhonda Jackman, a junior at the University, was found in the early morning hours on Sunday at the home of Arkham resident George Portman. Jackman had been found drugged with Ketamine Hydrochloride – a popular date-rape drug - and was pronounced dead of asphyxiation at the Miskatonic University Medical Center. Medical examination revealed that she had been subjected to repeated sexual assault while under the influence of the date-rape drug. Arkham resident George Portman of 299 West Pickman Street, has been arrested, charged with sexual assault and murder. "It's a very sad, disturbing event," reports Arkham Chief of Police Andrew Regan. "We're pretty confident we've got the assailant, but we wish we could have prevented this from happening." Miskatonic University President Jane Harrington states "we take a very protective interest in the well-being of our student body. For something like this to happen is just terrible. No young person should ever be subject to such treatment. Our sincerest condolences go out to all the friends, family, and schoolmates of Rhonda." President Harrington says that grief counselors will be on hand throughout the upcoming weeks to help students and others cope with this tragic ordeal.

(Handout 13)

Portman Sentenced to Life Without Parole

(Dated approximately 24 hours after handout 12)

Judge Kathleen Archambault today sentenced convicted rapist and murderer George Portman of Arkham to life in prison without the possibility of parole. Portman's attorneys promise to appeal Portman's case. Portman is to be transferred to MCI-Cedar Junction penitentiary in Walpole, Massachusetts.

Several further articles detail failed appeals by Portman's attorneys. As the legal proceedings bled away Portman's sizable financial portfolio, the final article in the Arkham Advertiser lists an estate sale at 299 West Pickman Street, Arkham.

(Handout 11)

Portman Pleads Insanity in Murder Trial

Accused rapist and murderer George Portman is set to enter an insanity plea this week at Salem District Court, claiming that the spirit of a deceased relative motivated him to commit rape and murder. Readers will recall that Portman allegedly kidnapped, drugged, raped and murdered Miskatonic University undergraduate Rhonda Jackman eight months ago.

(Handout 14)

Estate Sale Today at 299 West Pickman Street in Arkham

Books, furnishings, quality home electronics and more tomorrow only at 299 West Pickman Street, Arkham, 10 am to 4 pm All items to be sold at pennies on the dollar.

SAMPLE ENTRIES FROM My Life:

November 14th, 1933

"Acquitted of all charges - huzzah! I knew that the jury and that old fool Judge Randall would see only my family name and my money and I'd be acquitted. Good riddance to that Spaulding woman - she should make no further trouble, now that she's been publicly humiliated. Must order more ketamine."

January 24th, 1934

"Last night, a fine evening, thanks to that little Portuguese tramp from French Hill. Perhaps I'll call on her again. Things got a little rough, but I did not even have to use the bottle. She cried, but they all do. The little hussy - what an actress. Doctor's appointment later today. Will check the post office on the way over to see if the Italian folio is waiting for me. Perhaps a graduate student from Miskatonic can help me translate it."

February 14th, 1934

"Bad news from Doctor Halpner: they found a spot on my lung. Damn! Must give up the

There must be a better way!"

April 30th, 1934

"Books have been a great part of the joy in my life, and now it is to books that I turn for my very life. Not the medical books, the so-called science books of modern man. No, I turn to an older science - darker, perhaps - but can these ancient tomes with their strange secrets be any less precise than the modern texts that fail me now? I will find a way."

May 21st, 1934

"I have it. I've had it for years, right under my nose, on the shelves here in my home. The Zekerboni holds the key. It's in Italian, but my recent graduate student helper has imparted enough knowledge of the language for me to get started. For the more difficult passages - there are many - I'll hire one of those miserable foreign folk that live in French Hill. Someone that knows how to read Italian and won't make the sign of the cross after translating every other passage for me. Someone discreet, reliable, unimaginitive. Offer enough petty cash and the right literate cleaning

Balkan Sobranies. This puts everything in a new light. Hell, I can beat it. Found a pretty young thing from the Languages department at Miskatonic to help me with the folio. I've been keeping her late every night this week. She's coming around. Perhaps tonight? She's rather willful - the ketamine will work its magic, no doubt."

March 22nd, 1934

"More bad news from Halpner: it's spread, and growing quickly. Must find a way to beat this. Had my way with the graduate student. As I suspected, the ketamine was required. She was so mortified after that she'll handily keep mum, though I doubt she'll be around to help me translate the rest of the folio. That is all right - it's mostly completed. Have ordered some new books on medicine and disorders of the lung. Tired more often."

April 11th, 1934

"Halpner and his colleagues are no help. Getting worse. There's nothing in the medical books that can help me. Halpner wants to operate, take away my left lung, but the cursed stuff is already spreading to my right. He says I can look forward to maybe a year or two, if the operation is successful. Imagine! All that misery, for a year or two! Bah!"

store clerk will take on the job." woman or truck driver or

July 28th, 1934

"After much translation, studying, and experimentation, I believe I have it. And none too soon. This frail body is failing. I must call on the Dark Messenger of the Gods, a sort of sentient force that is mind, will, and purpose of the utterly mindless chaos that is the true universe. I must invoke this dark will, this Black God, and release to it my fervent desire to escape this rotting prison of flesh to become something that will allow me to continue on. But what will my new form be? It is written that the new form must be something my soul desires. And that would be???"

August 1st, 1934

"Have made proper ritual and invoked the ceremony of the guardian. Now whatever my new form shall be when I invoke Him, my new form shall be guarded from harm by an angel of the gates."

August 6th, 1934

"By the gods of light and darkness - what have I done? But this is wonderful! I am here! Here, in the book! I am the

book! I never expected He would grant me this form. But he has! No more illness, or earthly worries! An eternity to spend, here!"

(undated entry)

"I wait, and dream, and wait."

(undated entry)

"Hello, George. Yes, what you're reading here is real - yes I'm addressing you. Say hello to your great-uncle. I plan on getting to know you much better, I see you don't have a wife. No matter. We'll work something out shortly. Feeling a bit strange, are we?"

(undated entry - written in a different hand than earlier entries)

"Dear God where am I? Who am I? One minute I'm reading that terrible journal, and now I'm...where? Why can't I feel my arms and legs? It's dark, but not dark, and I can see pictures. It's as if I'm only mind. Have I been drugged? What is happening? Must remain calm. I am George Portman. I am George Portman. I was born in Bradford, England. I went to University there. I am now living in Arkham, Massachusetts. I have discovered my great-uncle's diary. He - he talked to me through

(undated entry)

"I sense another presence - female. Are you there, my darling? Yes, I am addressing you. No, you are not insane - at least not yet (smile). Let's get better acquainted..."

(undated entry - written in a different hand)

"Whoa! This is too weird! Where the hell am I? One minute I'm reading that funky old journal and sitting in front of my computer, and now I'm here - wherever the hell here is. Can't feel much of anything. I think I'm in my computer room, but can't be sure. It's like that book was addressing me, was aware of me and talking to me. That's crazy. Then wham! Here I am. This is crazy. Emily Schumaker, what have you gotten yourself into?!"

(undated entry)

"Back to my fortress. Some time has passed. I sense that George - my grand-nephew - is long gone. Alive, perhaps, somewhere, but long gone. His things have been sold off. I have found myself in the grip of a young woman; her name is Emily. At first I wondered, will I be able to take control of a female as easily as I had my great-nephew? Would the fact that she was not a relative make a difference? I am glad to report it made no difference. Her will

it, somehow. And now I am here. Which is...where?"

October 14th, 199-

"Well, back again. This new world of the nineties fascinates me, especially this Internet business. Cars have not changed much, and I quickly mastered the use of my great-nephew's automobile. It was very handy in making off with the Jackman girl. She gave some resistance, but as usual the ketamine never fails. Of course I do not have to be subtle anymore. My great-nephew will deal with the consequences, the whimpering whelp. God but it felt good to exercise the old lusts!"

(undated entry)

"They've taken my grand-nephew away, and so I've retreated here again, to rest and dream. This is the life. I wonder, are there other book-souls out there, somewhere? Or am I the only genius to have figured out this wonderful life? No matter. I will rest, and wait for another fool to come along. What is time and waiting, now? I have all of eternity!"

was stronger than my pathetic grand-nephew's but I am practiced and overbore her defenses. She eventually surrendered to me. I've enjoyed being in the female form, though my interests and sensibilities remain indelibly my own. I've possessed her several times, exploring this woman and her reality. She suspects little and can react to even less. Hah! What can she do but bend to my will? I've found a new target: a girl that lives on Schumaker's street. Being in the form of a woman myself this time shall make things different, perhaps challenging; certainly a novelty!"

(undated entry)

"The schoolgirl on Schumaker's street was a delight. Again, no need for subtlety. I simply invited the girl in, made her at ease, gave her the stuff in an offered drink, and then enjoyed myself tremendously. The girl fled soon afterwards - perhaps the ketamine was weak (I did not skimp on quantity) - but no matter. Again, I can do as I please, and let the fool Schumaker woman take up the consequences. She seems terribly distraught - hah! It must be difficult having such a conscience."

(undated entry)

"Again to sleep, to dream. The Schumaker woman is gone."

Stupid woman. I have rested, re-checked the warding that guards my immortal form. I wait.

(undated entry)

"I sense still another soul perusing these pages. A youngish man. Handsome, with a family. A fine candidate for my explorations. And an added delight - he works in a bookshop! Though I daresay what they sell there is trash. Not fine books - just a common bookseller."

(undated entry)

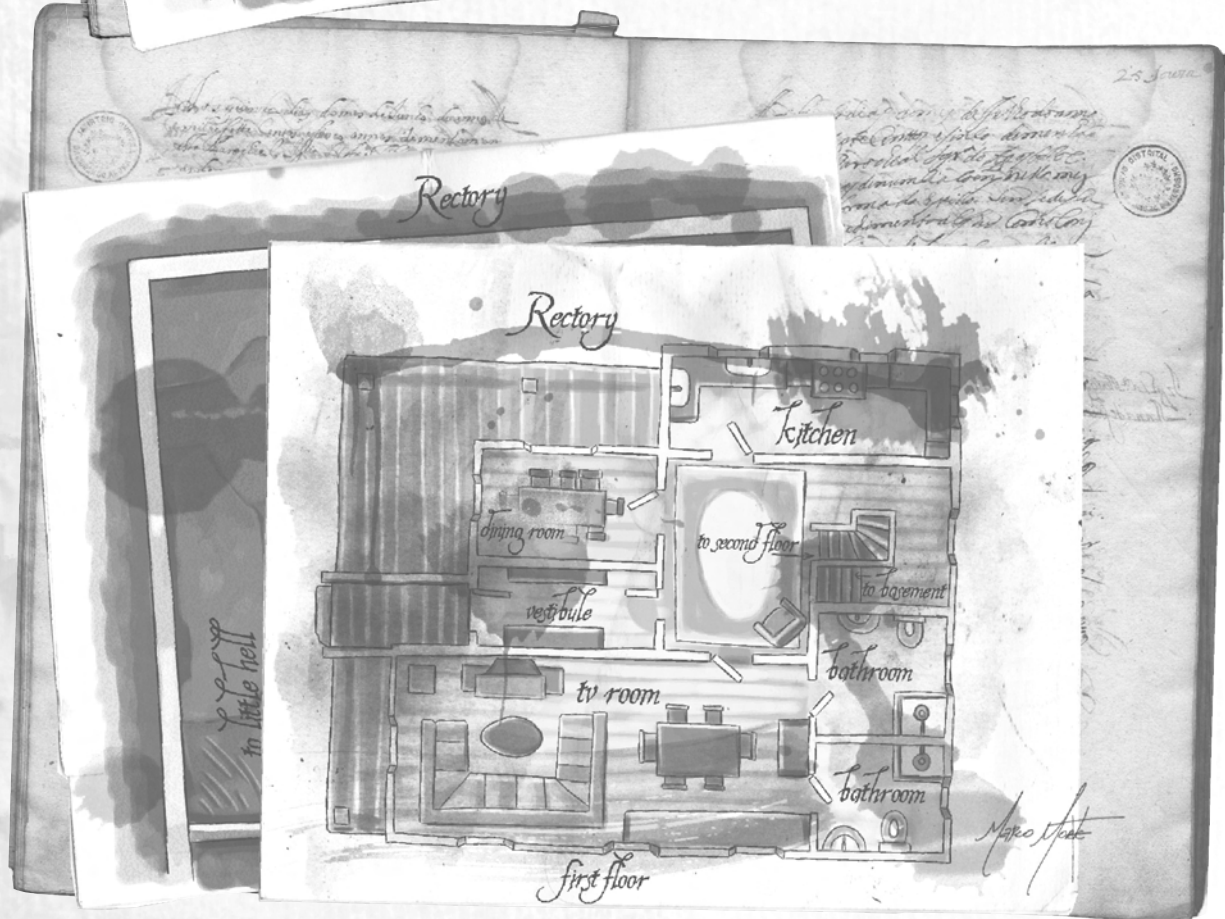
"Damn - that fool clerk bungled and was caught red-handed with the drugs. I've retreated here, of course - I'm immune - but he's out of the picture, at least for now. His troubles with the law should be slight, and I'll be back with him soon. But acquiring the needed chemicals will be doubly difficult, now."

(undated entry)

"I sense a new presence. Someone - or some persons - prying into my affairs. You there. I know you are there. You've read my history - good for you. Then you should know how easy it will be for me to render you harmless, and useful."

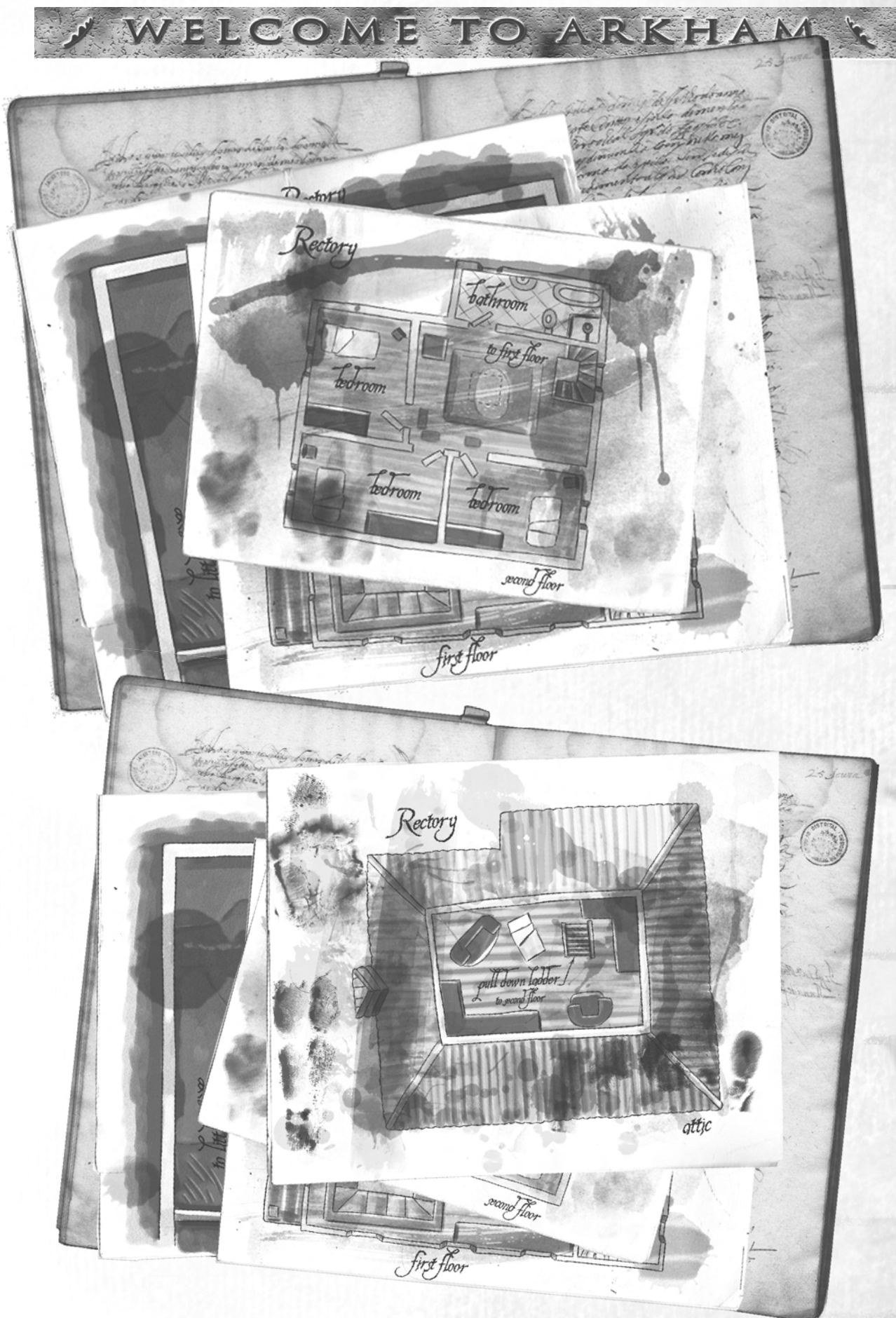
I DID WHAT THE VIRGIN ASKED





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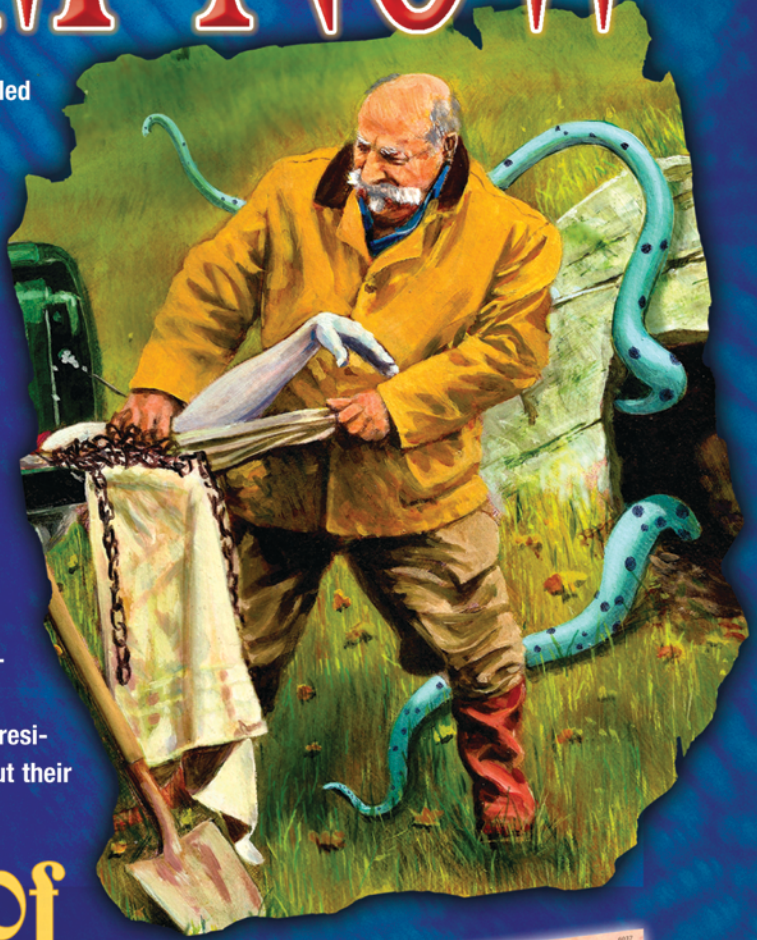
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