



THE PAST IS DOOMED

**A 1990s Call of Cthulhu Scenario
by Geoff Gillan**

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**A 1990s *Call of Cthulhu* Scenario
of Conspiratorial Dread**

By Geoff Gillan

Author's Note

The Past is Doomed shares with many of my previous *Call of Cthulhu* scenarios a fascination with history, in this case the history of the twentieth century in America. It was intended for a *Cthulhu Now* adventure book, back when the nineties were 'now', but didn't fit what was wanted for that book. It was since published in the wonderful *Chaosium Digest* and even found a half-life being recommended as a Delta Green adventure by a kindly Delta Green fansite (if that isn't a contradiction in terms). It is conspiratorial and hyperbolic and possibly mad, and tends to attract either fans or foes.

I am delighted to see this strange shambling thing find new and shining life thanks largely to Dean Engelhardt's efforts. Dean is the recording angel to *Call of Cthulhu* writers. He manages to combine the seemingly incompatible elements of fan, art director, editor and collaborator and do it with coherence and style. I suspect he has made some kind of deal with elder entities to attain this degree of skill, but I am too afraid to ask.

Geoff Gillan

February 2012

CLEAR CREDIT

This scenario was written by Geoff Gillan and first published in the *Chaosium Digest*, Volume 9, Numbers 9—11 (February, 1995).

Expanded handouts, Editorial and PDF layout / design for this version was by Dean Engelhardt (dean@cs.adelaide.edu.au).

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SCENARIO CONSIDERATIONS

The Past is Doomed is a detailed scenario set in the Arkham of the 1990s. It attempts to put the Arkham of that decade in perspective, measured against its history throughout the 20th Century. Unlike many *Call of Cthulhu* scenarios, the setting of this adventure is integral to the plot – relocating it to another place or time is certainly possible (see sidebar), but requires some effort on the part of the Keeper.

This scenario's use of a phantom, yet sometimes intrusive past employs some of the mechanics of the Dreamlands, explained briefly in *Call of Cthulhu Sixth Edition* (and more fully in *H.P. Lovecraft's Dreamlands*). These mechanics are fully explained within the scenario, and Keepers and players should not consider this piece a Dreamlands one, merely one with dream-like sequences.

The Past is Doomed also reflects on the past of the American nation and what has brought the country to the unique place it occupies at the end of the 20th Century. It also explores some of what the forces and beings of the Cthulhu Mythos have been doing in that era. This forms a kind of link between activities of 1920s *Call of Cthulhu* investigators and those active in more modern times.

The scenario should take two sessions at least and no special level of Investigator skill is necessary.

KEEPER'S BACKGROUND

Two strangers have come to Arkham, two men about to force the people of this city to examine their strange and deadly past and to fight for a future shadowed by evil.

The first is Doctor Ernst Zabrich, Hungarian author and noted social historian. Zabrich is on the brink of a personal and professional crisis. The last few years have seen the erosion of his distinguished academic reputation by what outsiders have seen as mental illness. The doctor has been expounding a theory, one that has alienated his colleagues and led to accusations of a diseased mind. He believes that evil forces are at work against the world; evil forces which have slowly but surely worked their way into our minds and into our society, corrupting us, despoiling us, bringing about the steady decay of all we value.

He has not said explicitly, but the forces Zabrich speaks of are the entities of the Cthulhu Mythos. Zabrich has stumbled upon the disturbing truth. These evil beings have worked their way in subtly, breaking down the fabric of society, until all around is conflict, injustice and distrust.

RUNNING THE SCENARIO IN A POST-9/11 WORLD

This scenario is specifically set in the 1990s, not merely because that is the decade in which it was first written, but because that is the setting which best explores its core themes and moods: namely the uncertainty of a future beyond the Millennium and a sense of looking back at a century almost gone.

While the 1990s makes an interesting setting for a one-shot *Call of Cthulhu* game, Keepers wishing to insert *The Past Is Doomed* into an ongoing campaign set “now” will wish to adapt the material presented here. The biggest single decision that the Keeper will need to make is how this scenario of reflection on 20th Century ills should be adapted to take into account the ills that have plagued America in the first decades of the 21st Century – and in particular, how (and if) the shadow of 9/11 should somehow loom, hopefully in a tasteful and subtle way, over events.

This larger question aside, here are a few key items that a Keeper will need to address when converting this scenario to “modern day:”

- During the later parts of the adventure, the Investigators must navigate their way through several different dystopian dreams of Arkham during different eras – should a modern version include an additional dream capturing the ills of the 1990s, and what should those be? Racial tensions around the L.A. Riots and the Rodney King trial? A sense of corruption and lies as embodied by the O.J. Simpson Trials or the revelations about Monica Lewinski and the President?
- Similarly, the final showdown at the scenario's climax features a film set with different soundstages representing historical eras. Keepers may wish to add a more contemporary era, or substitute a 1990s or 2000s scene for one of the existing historical periods.
- A game set in the 21st Century offers numerous additional forms in which clues can be provided to the Investigators – consider using as many of these as you think will make your game seem evocative of “now” without being gimmicky. Some examples: handouts that are provided here as news clippings would most likely also be online news articles in the modern day. Things like the UseNet post giving insider gossip about the film industry (Handout #8) could easily be a YouTube video, and so on.

However, while delving into the shadowy world of the Mythos in search of clues to humanity's doomed future, Zabrich inadvertently came to the notice of strange and terrible creatures. These shadowy forces, associated with Yog-Sothoth by some inexplicable link, exist for the sole purpose of keeping hidden the truth that mankind's past has been manipulated and "doomed" from the very beginning. Whether Zabrich subconsciously summoned these Servitors of the Doomed Past to this plane from some curious outside state of being or whether they always existed here as a kind of wound caused by the tampering of strange forces is impossible to say. But, once alerted to Zabrich's researches, the Servitors became drawn to him like moths to a flame.

Ignorant of this attention, Doctor Zabrich published his findings in a book: *Chronicles of a World Gone Mad*. However, the Servitors of the Doomed Past exercised their curious supernatural influence to intervene in Zabrich's exposure of the truth. The entire print run of the book was destroyed in a warehouse fire in New Jersey, all copies of the manuscript stolen from the publisher's house during a computer raid, and Zabrich's original copies and files incinerated when a gas leak blew up his house.

Only one copy still exists.

At the insistence of his publishers – always keen to find new markets for their books – Zabrich sent a single copy from the first print run to a slightly disreputable film director, Henry Hammerman, who had expressed interest in making a conspiracy/horror film. Zabrich did not like the idea of dramatizing his theory, but he was keen for the mass audience attention a movie might bring it. He forwarded the book a month before the tragic warehouse fire. Now it is the only copy in existence.

After despatching *Chronicles of a World Gone Mad* to Hammerman, the author journeyed to Arkham to do further research there due to that city's past links with the dark entities he seeks to expose. A week after arriving, he disappeared completely.

At the same time these events were unfolding, a second stranger also arrived in haunted Arkham: Hammerman, the film director. His plans to shoot a low-budget conspiracy/thriller adaptation of Zabrich's book in the very city much-referenced by the author are already well advanced. Sets have been constructed inside an abandoned building in the woodlands just west of town. Although filming is some months away (casting is still underway in Los Angeles), the director has travelled to Arkham, ostensibly to scout locations, but in truth to undertake far darker

THE PAST IS DOOMED and CHAOSIUM'S "ARKHAM NOW"

The original text of this scenario was written in the mid-1990s, shortly after the first publication of *Arkham Unveiled*, and some decades prior to Chaosium's release of its modern-day *Arkham Now* sourcebook.

Some small effort was undertaken during the production of this PDF version to update the scenario, and in a few sections names and places from *Arkham Now* have been worked into handouts and other peripheral descriptions.

Beyond this minor cosmetic tweaking, the depiction of a modern-day Arkham presented here makes no reference to details presented in *Arkham Now* and can readily be played without that volume.

acts. For, Hammerman is a changed man. In the past few weeks he has been corrupted by the agencies of the evil past, the same servants who guard the world from the knowledge in Doctor Zabrich's book.

The Servitors of the Doomed Past have one of their human lackeys, Glenda Felton, working on Hammerman. Slowly the film-maker has succumbed to her powers. He no longer wishes to make the movie but is now driven by a darker purpose. He and Glenda are planning a very different use for the movie set. Out of the movie set, the Servitors of the Doomed Past have created a device with which they can rob the people of Arkham of their Magic Points and, using them, create a vortex in which Glenda's master, Yog-Sothoth, may gain a foothold in the township. Needless to say, Yog-Sothoth's presence on this planet would steadily wear down and alter the reality of the city of Arkham, paving the way for other foul creatures to seep into the world.

They plan to make this temple of past horrors the tool with which the future – like the past – is doomed.

With the arrival of Hammerman and Glenda and the recent completion of work on the set, those plans are well underway. Meanwhile Zabrich – whose book started this entire chain of unholy events – remains missing, apparently vanished into thin air. Ironically, it is his disappearance that is the key which unlocks the door of secrecy and allows the investigators to put their first tentative foot over its threshold.

INVESTIGATOR'S INTRODUCTION

The initial interest in this scenario – from an investigator's point of view – is the disappearance of Doctor Ernst Zabrich from Arkham.



WHO ARE THE SERVITORS?

Humanity likes to believe that it is in control of its own destiny — that what we call history is the result of decisions collectively made by our species. But in many ways that view is fundamentally flawed. A lie.

There are forces in the Universe — the foul Gods and monsters of the Cthulhu Mythos — that corrupt everything that they touch. Naïve men think of them as malicious; wiser men know that (for the most part) their blight is nothing more than an unintentional side-effect of a toxic and corrosive materiality.

Yog-Sothoth, one of the cryptic and alien Outer Gods, inflicts his wounds on existence in a strange yet profound way. As an entity that is simultaneously outside our notion of time, and coterminous with it, Yog-Sothoth touches the history of mankind in many different places simultaneously. Each time and place touched by Yog-Sothoth becomes poisoned in some way — a moment of darkness on humanity's slow descent into ultimate and self-inflicted oblivion. Each such touch dooms a sliver of the past forever.

But the former potential destroyed by the Outer God's fetid touch is not simply annihilated. Instead, each of the many destroyed chances fuels the creation of strange creatures: Servitors of the Doomed Past. These creatures are cursed to haunt the world that spawned them, charged with a paradoxical mission — to eliminate any trace of the noxious influence that created them.

Having no appearance of their own, these terrible beings instead take on the forms of men and women from the history they have consumed. In such garb they hunt down those who threaten to uncover the Mythos conspiracy against history, and eliminate them forever.

with this film crew stirring up trouble, Arkham does not wish more scandal. Can the investigators look into it before things take a turn for the worse?

Other Investigator Options

Keepers may wish to employ other options to involve the investigators depending upon their professions. They may approach things from an angle of interest in the film set but find that their curiosity soon begins to draw threads between the activities of the film-makers and the missing Doctor.

Alternately, an adventurous Keeper might choose to begin with two or more groups of investigators, each with an interest in different aspects of the investigation, who join forces when they realise their enquiries have a common theme.

The investigators may become involved by being hired by relatives of the Doctor, as concerned Arkham residents, or by being hired by the Museum. None are more advantageous than others, though concerned locals, especially if they act on behalf of the Arkham officialdom, find information and assistance easier to get. The above options are discussed briefly.

- **Hired by the Doctor's relatives.** The doctor is missing. His relatives have not seen him for a month. He is known to have been in Arkham, stayed there for two weeks, and then vanished. His last few days, he seemed increasingly paranoid. Perhaps he has hurt himself somehow? Can the investigators look into the matter and find the Professor?
- **Hired by the M.U. Exhibit Museum or History Department.** The museum and department heads are embarrassed. The Doctor recently turned up there. He came to Arkham in order to prove that his theories were correct, expecting the Miskatonic University to embrace him and be a refuge for his ideas. Instead, this seat of learning, wishing to live down its 'colourful' past, dissuaded him. Now they are concerned he may have gotten himself into some trouble. Can the investigators look into it before they are involved in an academic scandal?
- **Concerned Arkham residents.** The arrival of the Doctor was given some press in Arkham. He was noted for his work on society and history. Though some of his ideas were outlandish, he was nonetheless a respected member of society; now

New Professions

The events of *The Past Is Doomed* are slightly atypical for a *Call of Cthulhu* scenario in that they involve mystical explorations of political history and the much more mundane consideration of the film industry. Because of this, Keepers or players may wish to incorporate atypical types of Investigator characters specifically aligned to these themes. Below are a few options.

Documentary Film-Maker

Skills: Art (Film writer/director), Art (Editor), Craft (Cinematography), Fast Talk, Credit Rating, Psychology, History

This profession, belonging to the category of artist, may also be used in the 1920s. Many films exist depicting the time, and they are a valuable social resource. Obviously they would be cruder but would have just as much seriousness of purpose, if not considerably more, as their modern counterparts.

The new skills listed allow the Investigator to put together a documentary film using the proper equipment virtually single-handed. A small crew, to handle sound and lighting and often comprising no more than two people, is often employed by the film-maker. Usually, however, such film-makers are adept at all facets of their craft, unlike those who make commercial feature films where things are much more specialized.

Politician

Skills: Accounting, Bargain, Credit Rating, Fast Talk, History, Law, Persuade, Psychology

The most likely use of this profession in Arkham is as a local city councillor. Such types are usually emphatically parochial and proudly so. This profession could also incorporate journalists. Many political aides have journalistic skills, and many political journalists have political savvy. This profession would be suitable for all eras of Cthulhu play, though a Victorian politician would differ considerably in his more direct conservatism to his more image-conscious media-wise modern counterpart.

THE LAST DAYS

Whatever their motives, investigators are drawn into the scenario by getting involved in finding the missing Doctor Zabrich. However they get involved, there are a few options for reconstructing the Doctor's last days. In most of the places he visited, people recall him. Some information may be obtained from these locations. The Arkham newspapers also carry an account of his story (see Handout #1).

IN ARKHAM

The following information can be gleaned from sources within Arkham.

THE NEWSPAPERS

The disappearance of Doctor Zabrich and the preparatory work by the film-makers have both received a small amount of coverage by the local Arkham news media. See Handouts #1 and #2 for these articles. Note that the Keeper may wish to delay the investigator's discovery of Handout #2 until they have a reason to suspect a link between the missing author and the planned Arkham filming — see the section "Linking the Film with Zabrich" on page 16.

Visiting the Newspaper

If the investigators choose to pay a visit to the offices of the Arkham Advertiser on West Armitage Street, they are likely underwhelmed by the small, low-key, somewhat disorganised office. Getting to speak with Advertiser staff, including the editor and journalists, is very easy — everyone in the office seems eager to speak with people from the "outside world."



Scenario Timeline

(a few years ago): Zabrich retires from Academia and begins to research increasingly unusual theories related to the Cthulhu Mythos.

July: Zabrich arranges for a copy of an early printing of *Chronicles of a World Gone Mad* to be sent to film director Henry Hammerman (at the insistence of his publisher's Grommet & Dewflap). Hammerman, who already had a conspiracy/thriller script in draft, options the book to lend his lacklustre storyline some "real-world depth." He re-titles his script "World Gone Mad" and makes minor changes to superficially weave in themes from Zabrich's book.

Mid-August: Hammerman comes to Arkham to scout the building leased for soundstages. This visit is reported by the Arkham Advertiser on August 18 (see Handout #2). While in town Hammerman scouts several local book stores in search of "weird and wonderful local colour," ultimately deciding upon Hal's Esoterica as a preferred source.

August 23: Warehouse fire in New Jersey destroys most copies of *Chronicles of a World Gone Mad*.

September 11: FBI raids Grommet & Dewflap office in New York, seizing all computers; somehow in the confusion all original files relating to *Chronicles of a World Gone Mad* disappear.

Late September: Publisher's Fortnightly editorial sarcastically lampoons Grommet & Dewflap's successive press releases announcing delays to release of *Chronicles of a World Gone Mad* (see Handout #4).

Late September: Hammerman is introduced to Glenda Felton, apparently a chance meeting at a party. Glenda begins a month-long process of corrupting the film director to the will of her twin masters, Yog-Sothoth and the Servitors of the Doomed Past.

Late October: Hammerman and Glenda Felton come to Arkham, ostensibly to scout locations around town (but actually to set plans in motion to summon Yog-Sothoth). An early stop is Hal's Esoterica where, presented with promises of occult knowledge, the owner falls under the sway of the director and his partner.

November 1: Zabrich comes to Arkham to continue his researches into the Mythos and its association with the town.

November 2: Gas explosion destroys Zabrich's house in Rochester, NY; his files and computer are destroyed, effectively eliminating the last remaining versions of *Chronicles of a World Gone Mad* except for the printed copy still in Hammerman's possession.

November 2: Zabrich wanders around Miskatonic University making enquiries at the administration building and the Exhibit Museum.

November 3: Zabrich visits Miskatonic University History Department and meets with Donald Pendlebury. After an argument he is thrown out by campus security.

November 4-6: Zabrich begins visiting Arkham book stores and public buildings, conducting a slow search for material revealing the city's links – past or present – with forces of the Mythos. Various people who see him on the street describe him as appearing "paranoid and erratic."

November 7: Zabrich returns to the Miskatonic University Exhibit Museum, asking to visit the Vault (which stores all older materials).

November 8: Zabrich visits further Arkham book stores including Hal's Esoterica. At this final stop he is recognised by the owner who attempts to detain him. A fight ensues during which Hal is accidentally killed. Zabrich, realising the Mythos forces have caught up with him, hatches an elaborate plan to hide the store owner's body and disappear from view by adopting a disguise and taking Hal's place running the store.

November 10: Zabrich's disappearance reported in the Arkham Advertiser (see Handout #1).

Mid-November: The scenario commences.

Mid-November: Approximately concurrent with the start of the scenario, two other parties interested in Zabrich's disappearance – FBI Agent Rex Chase and sleazy reporter Douglas Stoop – arrive in Arkham searching for the missing sociologist.

(a few days after investigators visit him, if they do so) Paul Beaudecaire of Grommet and Dewflap is murdered in New York City by the Servitors of the Doomed Past.

December: Previously announced start date for filming World Gone Mad in Arkham (although this will likely never happen).

Sandra Deegan — the journalist who wrote both the “Hollywood Comes to Arkham” story and the account of Zabrich’s disappearance — is a small, feisty reporter of 27. She wears a large raincoat in all weather to hide a plethora of break-in equipment and what she calls ‘personal protection,’ which consists of a can of mace and a pistol.

She, or other news reporters, may decide to help investigators with the following information:

- Doctor Zabrich arrived in Arkham on the afternoon of the 1st of November and registered in the hotel.
- He spent his first day wandering about the Museum and Miskatonic University.
- Then, he had an appointment with Professor Donald Pendlebury, Historian at the Miskatonic.
- By the third day he was cruising the bookstores of the city and behaving in a way that was called “paranoid and erratic” by bystanders.
- By November 8, he had dropped out of sight completely. The alarm was raised when he failed to pay his bill or collect his luggage at the hotel the next day.
- The police have his effects and so far are contacting his associates, but they have not made any statement beyond that reported.
- The matter has yet to make the major New York or Boston newspapers.

THE ARKHAM HOTEL

The manager of the Arkham Hotel, G. Kevin Ermmy, is a small man with a large head of newly-transplanted hair. He is friendly, but leery of breaking faith with his clients by revealing too much to unauthorized persons. Ermmy does happily relate the basic facts surrounding Zabrich’s stay at the hotel, namely that he checked into one of the hotel’s budget rooms on November 1 and paid a week in advance. When Zabrich’s pre-payment ran out on November 8, Ermmy slipped a note under the door of the Doctor’s room sometime that afternoon.

Having received no response by the evening of November 9, the manager used a master-keycard to enter the room. While it contained a few of the Doctor’s belongings, it was obvious that the man himself hadn’t occupied the room “for at least a day or more.” In accordance with standard hotel policy, Ermmy then contacted the Arkham Police Department to notify them that a guest had “unexpectedly departed without taking their belongings.” The police attended the call, asked a few routine questions, and took the articles Zabrich had left in his room.

Beyond this basic story Ermmy remains generally tight-lipped, and unless Persuaded otherwise deflects any questions with a recommendation the investigators speak to the police. He does, however, relax a little more around anyone official.

If questioned by such an official (or somehow pressed or coerced), he can reveal he was happy to have such a distinguished person as the doctor as a guest. However, he felt the man might have been a little ... strange. Zabrich was often asking if someone had

NOTED SOCIOLOGIST MISSING IN ARKHAM

- Hotel Room Abandoned
- Police Search Underway

By Sandra Deegan, Staff Reporter

Arkham, November 10: Famous Sociologist and expert in modern history, Doctor Ernst Zabrich, has been reported missing after failing to collect his belongings from the Arkham Hotel yesterday. The Doctor has not been seen since he left the Miskatonic University on the afternoon of November 7th, where he had been researching his latest book.

Inspector French of the Arkham Police has denied any links between the Doctor’s disappearance and the recent destruction of the warehouse in New Jersey carrying the complete stocks of his latest book. A search is being undertaken, but the Inspector is not yet alarmed. “He may have absent-mindedly left for other engagements. We are currently making enquiries before we press the panic button.”

The Doctor’s latest book, *Chronicles of a World Gone Mad*, is said by many to have distinct occult leanings, and shows disturbing signs that the Doctor may have seen the last of his days as a respected member of academia.

**Arkham
Police
Hotlines**

(978) 271-0109
Missing Persons

(978) 271-0100
General Enquiries

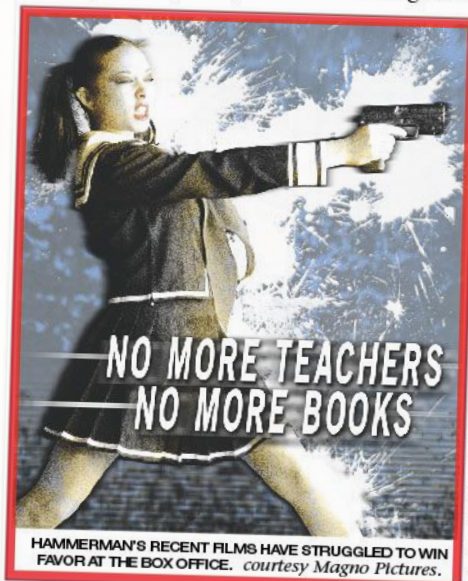


AUTHOR ERNST ZABRICH, MISSING SINCE NOV 7.
courtesy Grommet & Dewflap Publishers.

Handout #1

HOLLYWOOD COMES TO ARKHAM

Arkham, August 18: Fall is always a bit of a crazy time in our fair town, but this year the full-on professional crazies will be invading. Yes, that's right ... Hollywood will be paying a visit to Arkham, in the form of a film shoot for an action thriller being made by independent studio Magno Pictures.



The film, which will be called "World Gone Mad" will be made entirely in Arkham, with the majority of the shoot taking place on a purpose-built soundstage in the leafy Western outskirts of town. But the film's director – the somewhat notorious Henry Hammerman – said that it is not unlikely that

Arkham residents will see a few crews out on location in city streets, "capturing some of the bewitching and filmic atmosphere" of our city. Well, at least he didn't say "quaint."

Hammerman's last several movies have been big-budget flops which nevertheless have attracted an underground cult following. He was in town this week surveying the old property he plans to convert into a temporary studio. We asked him what film-goers can expect from his latest project. "In the TV world, people right now are going nuts over The X-Files ... when it comes to conspiracy thrillers, this new film is going to outshine X-Files, and everything that has come before it. We've optioned a book that reveals an honest-to-God real-world conspiracy, and we've woven an exciting story around that. It's going to be incredible."

Preparations for the film shoot will begin in coming weeks, ahead of actual filming which won't begin until December. We hope that, even under snow, Arkham's buildings can exude the "filmic atmosphere" that Hammerman is after. ■

Sandra Deegan, Staff Reporter

Handout #2

called for him. He was especially nervous of people who dressed in a fashion that was out of date. He would often grab newspapers and magazines and begin to tremble at what appeared on the cover, and he would fly out in the middle of news stories on television, though later examination of both would reveal nothing at all amiss about them.

If the investigators somehow fully gain Ermmmy's confidence, the hotel manager is happy to pronounce the good doctor as crazy and admit to being ultimately glad to be rid of him, for he was beginning to frighten the staff.

THE POLICE

Inspector French of the Arkham police is weary. A big, taciturn man with long, Gallic face and a penchant for fedoras against the winter cold, he has chased down every lead, every possible place the Doctor may have gone, to no avail whatsoever. He is beginning to despair of this case blowing up to one that the press love; his hopes of this being a merely routine matter are vanishing with every new but fruitless avenue.

He has contacted the following to no avail:

- Doctor Zabrich's family;
- his publishers Grommet and Dewflap; and
- his agent Jerry Kindly of Talent Spectrum Associates.

None of the above knows anything about the good Doctor, not having seen him since he left for Arkham.

The police are happy to help those whom they believe can help them in return, or officials of any kind. French is a good cop but lacks imagination, and his plod-through routine is fast getting him nowhere. Rather than relate everything he got from speaking with the above people, he is happy to put bona fide investigators in touch with them. He only asks that they share any information they find.

As the investigators may have learned from the hotelier, the police have the effects taken from Doctor Zabrich's hotel room.

Investigators require a successful Persuade roll and some measure of standing to gain access to these effects and to the above addresses.

The effects are:

- A shaving mirror and bathroom accoutrements.
- A map of Arkham. The University, Libraries, bookshops, and public buildings are circled.
- A battered tartan suitcase, unlocked. Inside are: clothes of American manufacture, a shaving kit, a copy of *Time* magazine dated the last week of October of this year, and a dust jacket for a book.

The Dust Jacket

The dust jacket is from *Chronicles of a World Gone Mad*. On the front of the jacket is the title and author credits against a background of pictures of strife and conflict, all tinted red and placed within a ruptured globe.

The copy inside the flyleaf reads:

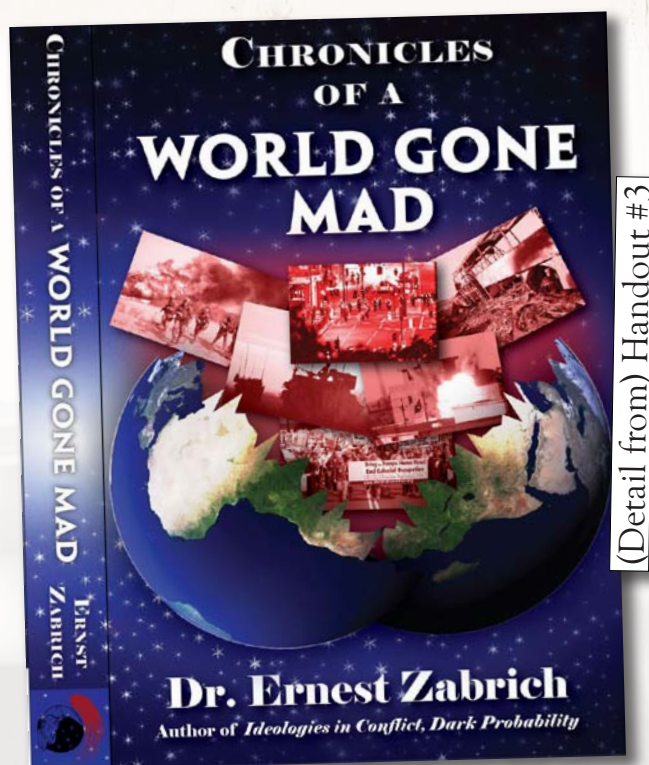
Front — "The late twentieth century is a catalogue of murder, anguish, conflict and mayhem. Western Society appears to be losing its grip on the hearts and minds of its people. But, what if this is not the result of mere social breakdown? What if there is something more sinister involved? In this alarming book, Dr. Ernst Zabrich, noted historian and sociologist, examines the evidence for a conspiracy against the people of not only the great nations, but all society. A conspiracy of global and ultimately supernatural proportions."

Back — "Dr. Ernst Zabrich was born and educated in his native Hungary. For ten years, he served as a distinguished academic and teacher at Boston University. Since retirement, Dr. Zabrich's interests have broadened to include studies in the esoteric and psychological fields. Dr. Zabrich's previous books include *Power and Poverty*, *Ideologies in Conflict* and the recent *Dark Probability*. Dr. Zabrich currently lives in Upstate New York."

A full-colour copy of this jacket design is provided as Handout #3.

MISKATONIC UNIVERSITY

Making enquiries after Zabrich at Miskatonic University, either at the Hoyt Administration Building, at the History Department (in Edwards Hall), or at the Exhibit Museum, all reveal that the Doctor did make a few visits to the institution and spoke with "a historian." But anything more beyond this basic information is difficult to glean: Miskatonic is keen to avoid persons making capital on strange incidents in its past. As a respected academic body, the staff is concerned with keeping itself as distanced from crackpots like Zabrich as possible. Indeed, his very presence in Arkham has been viewed with alarm. If it is pointed out to the staff — especially historian Donald Pendlebury who interviewed Zabrich — that the missing man's recovery will help squash further



(Detail from) Handout #3

unfounded rumours about the University, assistance may be more forthcoming.

Otherwise, members of the faculty are likely to treat investigators as so many unwanted gossip-mongers, people they are far better off without.

Persistence, or the appropriate Persuade or Credit Rating rolls gain the name of the academic Zabrich visited in the History Department — Dr. Donald Pendlebury — as well as an interview with him.

Historian Donald Pendlebury

Pendlebury is a young man who dresses in natty suits and has a passion for Arkham and its past. Only thirty-two, he has already distinguished himself with authoritative work on the Arkham area in the past few years. Some see his work as revisionist, since his theory is that places like Arkham had a much more important cultural impact on the surrounding areas than the cities like Boston. He is sometimes rash but very persuasive when it comes to his theory. Pendlebury's love of Arkham and its past shows.

Pendlebury can tell the investigators the following. Zabrich came to see him on the morning of November 3rd. He attempted to get Pendlebury to admit that Arkham was somehow the centre of the conspiracy that Zabrich had theorized about in his new book. As Pendlebury dislikes this kind of thing and does not regard it as important to the genuine history of Arkham, he gave the Doctor short shrift. Zabrich became agitated and began to scream at Pendlebury. Pendlebury admits ruefully, "I guess I



lost my temper, because somewhere around there I began to scream along with him." Finally the security staff was called and Zabrich was forcibly ejected from the office. Pendlebury remembers Zabrich was shouting: "We are all doomed as long as we stay ignorant. We must fight. Know and fight." After that, the security guards threw him off the campus.

The security guards confirm this story and add that Zabrich was on the verge of violence and was still agitated when he left campus.

Zabrich's Enquiries at the Exhibit Museum

Beyond confirming that he visited on two occasions (November 2 and 7), the staff at the University's Exhibit Museum has little to say about Zabrich. Denise Bradbury, Archivist and Curator, recalls that most of the Professor's queries related to old materials that are no longer on display in the Museum. After being informed on his second visit that all such items had been removed to the Museum's vault, he departed somewhat annoyed.

The investigators may wish to pursue this lead further — perhaps seeking more information about exactly what Zabrich was looking for and whether he tried to gain access to the vault. The Keeper can either curtail such questions with a lack of available information or indulge them by way of some clues pointing to a red herring plot-line of his or her devising. Either way, nothing useful should arise from further investigation at the Exhibit Museum.

ZABRICH'S BOOKS

Investigators are likely to be interested in learning the subject matter of Zabrich's books, perhaps also seeking to track down copies of titles from his back-catalogue. The most likely avenue for tracking down these volumes is through Arkham's numerous book stores and libraries; sections describing each alternative may be found below.

The investigators are also likely to be motivated to gather information about Zabrich's ill-fated newest book (particularly if they become aware of its links to the film to be shot in Arkham). They find tracking down a copy of this book — or even information about its contents — a far more difficult task than expected. Thanks to a series of (apparently unrelated) destructive events, all drafts and printed copies of *Chronicles of a World Gone Mad* seem to have mysteriously been wiped from existence (see below).

Earlier Books

Zabrich's earliest books are dry sociology texts. There are fifteen of them, and they require an EDU over 15 to understand their terminology and for the persistence to wade through them. (This presumes familiarity with unreadable academic tomes).

His later books, mentioned on the dust jacket flyleaf for *Chronicles of a World Gone Mad*, are more popularist, and can be enjoyed by most. For the most part, the books in this category are remarkable for their contrast with both Zabrich's academic works and his latest pair of books, *Dark Probability* and *Chronicles of a World Gone Mad*. These former mass-market books are rational and well thought out, betraying none of the paranoia or strangeness of the later works.

Dark Probability itself is a strange work. For the most part it is a look at the major societies of the western nations and how a fixation on darkness and evil has increasingly affected them throughout the twentieth century. Those familiar with the premise of *Chronicles of a World Gone Mad* (even if only by the notes on the dust jacket) easily see the themes of the later book present in *Dark Probability* albeit in a rougher form. The idea is implicit that there are evil guiding forces beyond the world of humankind, forces which are manipulating those things which we have put down to the decay of standards and society. These forces are bringing about a plan to destroy humanity through its own worst qualities. One section on the Atomic Bomb is especially hysterical, suggesting it is through supernatural agencies that the thing was put into the minds and hands of mankind. These passages are a precursor to the later, more-hysterical book *Chronicles of a World Gone Mad*.



Dealey Plaza, 1963

"Chronicles of a World Gone Mad" and the Trail of its Annihilation

Even the most cursory search in publishing industry magazines discovers mention of the ill-fated new book by Ernst Zabrich. Thanks to a stream of increasingly implausible press releases reporting delays to the book's launch date, the title and its publisher Grommet and Dewflap have both become industry laughing-stocks (see Handout #4).

Further digging into the description of a warehouse fire in August reveals (with a successful Library/Computer Use) a news story in a local New Jersey paper dated August 24 (Handout #5).

Similarly, researching the unexpected closure of the Grommet & Dewflap offices in New York in early September unearths (with a Library/Computer Use roll) the rather alarming report, dated September 12, that the publisher was raided due to suspected links with a right-wing militia organisation (Handout #6).

A more difficult clue to unearth is the account (Handout #7) of the destruction of Dr. Zabrich's home in Rochester the day after he left to travel to Arkham. Since the article doesn't mention Zabrich by name, this clue can only be unearthed if an investigator has gone to the trouble to discover the author's home address (itself requiring either the co-operation of his publisher or agent, access to Police/government databases, or some kind of clever Computer hacking) and specific searches for unusual happenings in that area.

Remainders

Visits to any of the locations which have suffered disaster as part of the chain of events orchestrated by the Servitors of the Doomed Past reveal nothing.

- The warehouse ruins in Paramus are currently in the process of being demolished after assessors ruled the damage so extensive that repair was impossible. Local police records show that absolutely no clues were found at the site of the fire and that no cause for the fire was ever determined. Forensic analysis revealed no unexpected chemical residues.
- The Grommet & Dewflap offices in New York City have recently been re-opened after Federal authorities spent a month scouring through the site, ultimately failing to find any evidence connecting the company to militia groups. See below for more information on what can be learned from speaking with staff at the publisher's office.

- Anyone driving out to Zabrich's house in Rochester, N.Y., is shocked at the state of the property (especially if they hoped to find the author there). Nothing but a blackened shell of the structure remains, blighting the leafy upscale neighbourhood street. Again, local police have no leads or suspects at this time. Neighbours can provide nothing except angry vitriol towards county officials who they believe are not acting quickly enough to cover up or pull down this eyesore.

Contacting Zabrich's Agent and Publisher

Since these two are located in New York City, it is unlikely that investigators will see them in person. Both are just as happy to do business on the phone since much of their business is done that way in any case, though the Investigator must somehow prove their identity.

The Agent, Jerry Kindly of Spectrum Talent Agency

Kindly is a big, bluff, be-suited hotshot with a thick head of hair and a pair of scalloped glasses. Zabrich's agent can throw little light on the missing Doctor. He has already spoken to the police and can only reveal that he has not heard from Zabrich for the past two months. This is not surprising since he knows Zabrich is researching a new book and does not expect to hear from him for a while longer.

Kindly has no copy of the missing book; Zabrich insisted he keep the only copy until it went to the publishers. After Kindly's work was done selling the piece, he needed no copy.

Kindly views this new direction of Zabrich's as being potentially lucrative. He sees the new occultist direction as putting Zabrich in the potential best-seller market and is bitterly disappointed over the loss of the book. He is currently hunting down a copy and will pay \$5,000 to anyone who recovers a copy or manuscript and brings it to him.

He is not suspicious of conspiracy, though may be prodded into admitting a few doubts about rival publishers and the extremes they go to sometimes...

The Publishers: Grommet and Dewflap

Paul Beaudecaire of Grommet and Dewflap is an Associate Editor and handles any enquiries the investigators may make there. Beaudecaire has edited the book and knows its contents quite well.

Editorial

Handout #4

"The Cat Ate My New Book"

Something that, I believe, increasingly strains credulity is the way that publishers try to justify delays in their release schedule. Gone are the days where a company will out-and-out say that the reason they missed their stated release date — and incidentally cost everyone in the supply chain dollars — was due to something **they** did wrong. Instead, these days there is an increasing trend towards publishers pointing the finger for missed release dates at . . . well, pretty much anybody but themselves.

Perhaps the most ridiculous case we have seen, and the one which prompted this editorial column, is the ever-shifting release date for specialty publisher Grommet & Dewflap's promised title *Chronicles of a World Gone Mad*. The industry first heard about this book, penned by sociologist-turned-occult writer Ernst Zabrich, back in January. The release date back then was April 11. Then, just weeks before that date G&D issued a bizarrely-worded press-release saying that "due to a change in the regime of the South-East Asian country where our book was to be printed, we must regrettably push back our release of Dr Zabrich's ground-breaking book." The release date was then announced to be August 30.

On August 24 — a mere week before the scheduled release — the publisher again had to come back to the industry cap-in-hand to report that they wouldn't be able to release *Chronicles* on the advertised date. The reason this time? Apparently a warehouse fire in New Jersey had destroyed the entire stock of the first printing run. Every. Last. Book. A new release date was announced: sometime in December.

Just yesterday, Grommet & Dewflap again published a press-release about Zabrich's upcoming book. Although light-on for details as to the reasons behind it, the notice quotes a delay to the release of *Chronicles of a World Gone Mad* of "a considerable amount of time." (We know more about the circumstances leading up to this release, but our lawyers suggested we remain silent — believe us, it adds nothing to G&D's credibility).

Seriously, people. Do you really expect the industry to believe such hogwash? How about taking the bold move of actually taking responsibility for your own scheduling and supply-chain mess-ups? Or maybe owning up when your writers or outsourced production staff turn out to be flakes?

Now, that's the kind of "old-fashioned" business know-how that would actually earn some respect in this cynical-as-all-hell modern industry.

A company that seems to, at least partially, agree with these sentiments is European academic press Sprinkmann-Verschloss. With twelve of their end-of-year titles having their release pushed

Fire Engulfs Para. Warehouse

By Kinga Borondy
STAR-LEDGER STAFF

Handout #5

Paramus, NJ — A massive fire ripped through a warehouse on the outskirts of Paramus overnight, one of several properties in "Publisher's Row," a stretch of 14 large warehouse complexes used exclusively for paper goods.

Crews took more than ten hours to calm the flames, but even now the site still smolders with smoke from 300,000 square feet of charred embers.

Fire officials say that the blaze was so large that flames could be seen up to a dozen miles away. Shooting flames and loud explosions from the building woke people in the neighborhood.

During the long battle against the fire, crews at one point feared that the fire would spread to adjacent warehouse properties. Thankfully due to their actions, this was avoided and no other property was damaged.

The manager of the razed warehouse was unavailable for comment, but it is believed that the paper goods destroyed were stock stored on behalf of several large book and greeting card companies from the New Jersey and New York area. It is believed that upwards of \$20 million in stock was destroyed in the fire.

Fire Chief, Chad Flowers said today that the warehouse burned with an "unusual ferocity," and speculated that he would not be surprised if some form of accelerant played a part in the rapid spread of the flames.

Authorities have yet to identify the cause of the warehouse fire, investigators still unable to safely enter the smoldering ruin. Chief Flowers did not rule out the possibility that the fire was deliberately lit.

Handout #6

Publisher Raided In Anti-Militia Probe

A force of approximately 20 F.B.I. agents conducted a surprise morning raid yesterday on the offices of small-scale publisher, Grommet and Dewflap. The raid took place at the publisher's suites of offices, located on West 20th Street, shortly before 9:30AM as staff were arriving for work.

Eyewitnesses confirm that none of the personnel present offered any resistance when Federal agents presented a court order authorizing an unencumbered search of the offices. A short time later, many members of the large F.B.I. party were seen leaving the premises of Grommet and Dewflap carrying file boxes and personal computers. An hour later the offices were entirely vacant, staff having been told to go home.

Neither the publishers nor the Federal authorities have issued a formal statement regarding the lightning raid. When questioned by the *Times*, the F.B.I. media liaison office said only that the actions had been taken based on credible intelligence linking Grommet and Dewflap with "an unspecified Right-wing militia group."

Grommet and Dewflap primarily publish cross-over science and spirituality books, including the successful "Complete Paranoid's Guide to . . ." line of self-help guides. There has been no prior public information linking the company or any of its executive personnel with militia organizations. Several groups have already condemned the low-key "clandestine" raid, including the Electronic Frontier Foundation.

Fire Destroys Pittsford House

Police and Fire Crews were called around 2 A.M. this morning to attend a house fire on Knobb Hill Drive in Pittsford. By the time they arrived, the property was fully ablaze, and despite fervent efforts by Fire Department officers, virtually the entire structure was reduced to cinders.

Initial inspections suggest the fire was the result of a gas explosion, possibly the result of the owner having forgotten to properly isolate the house's gas main before leaving on an extended holiday.

Nobody was present within the house at the time of the fire, and authorities have yet to make contact with the owner of the house.

Handout #7

Beaudecaire verifies the *Chronicles* does contain conspiracy theories of an occultist nature, but they are theories of a conspiracy so subtle as to be almost intangible and certainly difficult to prove.

He dismisses the book as one having 'a certain market attraction' but is undeniably nervous about what has happened since he worked on it: the warehouse fire and F.B.I. raid. If asked about the circumstances of the latter, Beaudecaire becomes slightly evasive but adamantly states he has no clue as to why the authorities believed his company was associated with a militia organisation. He can only conclude it was an anonymous tip-off from someone who wishes malice on Grommet and Dewflap. He can't think of anyone he believes would hold such a grudge but such lines of questioning clearly make the man uncomfortable, not to mention more than a little paranoid.

Anyone expressing interest in the computers which stored the files for *Chronicles of a World Gone Mad* will be told that they were never returned by the F.B.I. Any investigators who pursue this lead by making enquiries with the F.B.I. discover (paradoxically) that the bureau has no record of ever taking possession of the computers in question.

If investigators meet Beaudecaire in person, they he is a tall thin man with a penchant for turtle neck jumpers and leather elbow patches on his jackets. He often jerks his head around looking for figures who may be in pursuit of him and, once or twice, grabs a magazine off a newsstand with a cry of alarm, only to replace it, hands shaking, while mumbling "I must be mistaken ..." He dismisses this behaviour as the result of the strained nerves he has felt lately. He refuses to acknowledge that it might be something he read in the book, preferring to rationalize it.

Beaudecaire is killed by Servitors the day following the investigators' visit. His appointment book reveals the visit by the investigators, so the police look into it by a visit to one or more of the party in the next 1D3 days.

ARKHAM BOOKSHOPS

Among the indicated places on the map of Arkham in Zabrich's possession are numerous Arkham bookstores. Visiting most yields only vague remembrances from the staff that Zabrich had been there and looked around. Otherwise he did not make himself conspicuous in any way. The exception is Hal's Esoterica, detailed below.



Bookshops can also be a source of Doctor Zabrich's earlier books. Hal's has them all — Keepers may spread around the earlier titles as they see fit, though only Hal's will stock *Dark Probability*.

For a description of the books themselves see the section "Zabrich's Books" on page 11.

Hal's Esoterica

Hal's is a new store in Arkham located in French Hill near the South-West corner of Church and Parsonage streets. His shop has been open three months. Hal caters to the outré and the strange, specializing in occult books, though he also has a burgeoning New Age section and a cabinet groaning under the weight of crystals.

While the store remains open, its owner Hal is currently dead and curled up in a meat locker in the back room with a few days frost congealing around him. He was killed by the man who has now taken his place in the shop: the missing Doctor Ernst Zabrich.

The events leading to this odd state of affairs are as follows: Some weeks ago, Hal was contacted by the film director Hammerman, who was in search of background books for his screenplay. Since then, Hal's working relationship with the director has become increasingly close, fuelled by hints that the visitor from Hollywood possesses occult secrets that he may be willing to share with close associates. Bewitched by such vague promises, Hal soon fell under the sway



Vietnam, 1967

of Glenda and Hammerman. In a series of emails (see page 19), the pair shared some minor secrets with the store owner but in return required that he perform certain tasks on their behalf. The most significant of these was to remain on the look-out for Zabrich, who Hammerman and Glenda feared might attempt to disrupt their plans.

When Zabrich visited Hal's Esoterica on November 8, the owner quickly recognized him and attempted to forcibly detain him. Zabrich fought for his life. Hal was knocked down a flight of stairs at the back of the shop and his neck snapped.

Zabrich saw a chance to turn this to his advantage and to effectively "disappear," obscuring himself from the forces that were now evidently on his trail.

Making up a story about Hal visiting suppliers in Washington, Zabrich has posed as Hal's cousin Wilbur. This masquerade has been aided by a false beard made from Hal's hair — which Zabrich shaved off — shaved eyebrows redrawn with eyeliner, heavy lipstick, and a bushy wig. Zabrich has accentuated this grotesque appearance, theorizing that the best way of hiding is to be obvious. He speaks in a shrill voice without a trace of his native Hungarian accent and grimaces meaningfully at customers. Doubtless, he is destroying Hal's business but so far the disguise has worked, even with Hammerman and Glenda, who bought the story and are awaiting Hal's return.

The body of the real Hal can only be uncovered by investigators making an active search of the premises, something Zabrich is keen to avoid to the point of

threatening violence. Zabrich under no circumstances voluntarily reveals himself to the investigators. He is certain his life is in grave danger and is sceptical about anyone's chances to help him.

Later in the piece, the undercover Zabrich may decide to intervene. If the investigators seem at all concerned about him or knowledgeable about the Mythos, he may send them oblique hints. This depends however, on how impressive they are. (See "People", under the "Day to Day chronology", below).

LIBRARIES

Investigators may search out Zabrich's books in Arkham's libraries. All of the books (with the exception of *Chronicles of a World Gone Mad*) are available for perusal with a successful Library Use roll, although the Keeper is free to spread the volumes around several different libraries.

The most well-stocked is Miskatonic University's Orne Library which contains every title — even the later, weirder ones. But three Library Use rolls are needed to discover them all, since they are in different categories in the Library. No other Arkham library has *Dark Probability* in its holdings.

If investigators ask staff at any library about *Chronicles of a World Gone Mad*, the staff member will make a few taps on a computer keyboard and (after an implausibly long wait) tell them that the title has yet to be released.

LINKING THE FILM WITH ZABRICH

The critical clue on which the investigative part of this scenario turns is the recognition that the film planned for production in Arkham and the ill-fated final book by Zabrich are directly linked. Without making this connection, the trail of clues eventually dries up and — even in the case that investigators solve the surface-level mystery by locating the missing Doctor Zabrich — they will fail to stop Yog-Sothoth being summoned to Arkham.

The Keeper has a great deal of latitude in deciding how easy — or how difficult — it is for investigators to make this important connection. This decision should be made based on factors dictated by the style of game the players prefer. For groups who don't mind their investigators being stymied for a while, the Keeper might consider making this critical clue something they need to work hard to find. For players who get frustrated when they are at an apparent dead-end, the Keeper should feel free to make it an easy clue to track down.

Despite the fact that the handouts and other clues do not make a strong association between the film and Zabrich (at least by name), there are a number of different ways to discover the link:

- Investigators who live in Arkham may have seen the newspaper article some months ago (Handout #2) about the upcoming Hollywood film shoot. At some point of the Keeper's choosing, an Idea roll (perhaps halved to reflect the mind's ability to filter out "fluff" news articles) might allow such an investigator to recall that the title of the film is reminiscent of Zabrich's book. Could they be the same thing?
- Discussions with Zabrich's agent or his publisher could, given the correct questioning, reveal the existence of the movie deal. Neither of these companies has anything to do with the Hollywood production so do not have any information apart from the fact that a slightly disreputable (but cashed-up) film director called Hammerman bought an option to make the book into a movie. Nobody can say whether the project ever got off the ground (although they do know that his cheque cleared). Scans of the publisher's accounts — perhaps while seeking a link to a militia cell — also reveal such a payment.

- Particularly enterprising investigators may elect to undertake the laborious task of searching through the inventory database of Grommet and Dewflap (either legally or illegally) in search of a surviving copy of Zabrich's last book. Although time-consuming, such a search reveals a record of a note requesting a copy be despatched to Henry Hammerman at a Hollywood address. This request is dated six weeks prior to the Paramus warehouse fire, so it's likely that the book was sent out before the stock was destroyed.
- Eventually — assuming they act in a sensible manner — Zabrich will offer up the connection himself by way of an anonymous tip provided on Day Two of the scenario conclusion (see page 24 and Handout #11). Keepers who are eager to delay their players as long as possible in making the connection between Zabrich and the film, can achieve this by making the anonymous tip-off the only way by which the link can be unearthed.
- Alternatively, the Keeper may wish to simply offer up the clue by way of a media article published during the course of the investigation — a classic *Call of Cthulhu* Deus Ex Machina. Optional Handout #8 provides one option by way of an online movie gossip newsletter.

From: redman@ocf.berkeley.edu (RedArgento)
Newsgroups: alt.horror, alt.cult-movies, alt.illuminati, alt.religion.kibology, alt.fan.warlord
Subject: Schlock-Horror-Insider-Scoop episode 34: Hammerman + Zabrich = Uber-Insanity?

Welcome to another edition of Schlock Horror Insider Scoop, the only online newszine that finds all the latest and juiciest rumorware about the schlocky films you love and jams it right into your skull. Well, into your News reader anyways.

So, what have we got this week? Well ... file this under the "so weird it just has to be true" department, but we got some insider info about the new project from once-great schlock director Henry Hammerman. I'm sure everyone remembers his last couple of lacklustre flicks which many of you nominated in my big Halloween poll for the "Biggest Suckage of the last year."

Well, how do you follow up a couple of MST3K-worthy clunkers? Well if you're Hammerman, apparently the answer is to not only shift from horror into the world of Conspiracy Thrillers, but to do so with a film based on a supposedly real-world prophecy about the end of the world. Confused? Well, so are we really ... But our sources tell us that right now Hammerman is scouting locations in Arkham, a small Massachusetts college town not far from the infamous Salem, MA. You know, of Witch Trials and Bewitched fame? So, I guess that's got to be good for some spooky-ness potential.

If Conspiracy is your game - and in particular if you have ever read anything from oddball author Ernst Zabrich (we know there must be, like, two of you out there who have) - this upcoming film sounds like it will be for you ... assuming it gets made and released before the world ends. :-).

Moving on ... a lot of people wrote in to ask for more information on rumors of another film in the Jeremiah Orne

THE FILM AND THE FILM PEOPLE

Some basic information about Hammerman's planned film and his earlier visit to Arkham is readily available in Handout #2, available via a Library/Computer Use roll.

Less publicised is the fact that the director has returned to Arkham, ostensibly to scout street locations for future shoots (but actually with darker intentions in mind). Investigators can discover this fact by a number of different means:

- An investigator who works in the local (Arkham or Boston) media industry may hear from office scuttlebutt that a big Hollywood name is in town (although no news outlet has deemed it worthy of reporting).
- If an investigator phones around to local hotels (or expensive restaurants), suspicious that Hammerman may be in town, he or she will find that Hammerman has booked into an expensive suite and has dined at several local eating houses — all under his own name.
- Investigators snooping around the film set West of Arkham may, with a Luck roll, see Hammerman making an inspection. Depending on their familiarity with his appearance, recognition may be instant or require an Idea roll.
- If the Keeper is making use of Optional Handout #8, that online newsletter mentions that the director is currently in Arkham.

The Film People in Arkham

Currently Hammerman is staying at the Hotel Miskatonic on the 200 block of West College Street. The builders and set designers who had been at work on the set for the past few weeks have now left Arkham. Only Hammerman and Glenda, his assistant, remain.

The contingent of "Film People" is rounded out with a group of L.A.-trained security guards on the set location West of Arkham. (See "The Set" on page 21 and "Journey Through the Past" on page 25).

Hammerman



Hammerman is a motion picture director who specializes in the horror genre. His last two films have been big-budget flops, and now he is looking to make something sensational, or at least he was. Then he was worked on by Glenda.

Hammerman used to live for his films, but now he is fixated on Glenda. She has more seduced him than he has fallen to the power of the Mythos, and now he would gleefully die — or kill — for her.

At forty nine, he makes an effort to look young, something at which he succeeds on a good day. Tall, with long hair tied in a pony-tail and a thin but nautilused frame, Hammerman gesticulates with long expressive hands when he speaks, stopping only to fiddle with the cigarettes he chain-smokes.

Glenda



Glenda is in her early thirties and is a stunning brunette. She has a slight European accent, but this is indefinable and the product of expensive private schools on the continent. In Europe, she fell in with a decadent crowd and soon reached the end of her interest

in the mundanely grotesque. Introduced to the worship of Yog-Sothoth by a lover, an older man who was well placed with the royals of the Continent, she has raised it beyond all expectations. Originally, she had hopes of going to Hollywood to further enjoy herself, but then she began to get a sense of the enormous power of the motion picture industry. Her experiments in Arkham are precursors to her ultimate plan: to use the medium of cinema to tap into the subconscious of the masses and



A DECADE OF CHANGING TECHNOLOGY

Although it perhaps didn't seem that way at the time, it is very clear that the 1990s was a decade where radical changes were taking place in the way that people communicated with one another. At the beginning of the decade, few people had ever used a mobile (cell) phone; by the end of the decade they were commonplace in most Western countries. As the 1990s opened, things like the Internet and email were the strange and exclusive provinces of nerdy University types (or perhaps shady folks who lurked in Bulletin Board Systems); by the time the Millennium came around, pretty much everyone had the opportunity to surf the web, pull messages off UseNet, or email instantly.

Because this scenario can be set any time during the 1990s, Keepers should keep in mind the relevant communication technology particular to their choice of early, late, or mid-decade. This will affect options available to the Investigators for communicating with one another and also the form in which certain clues (handouts) should take. By default, the descriptions here assume a mid-to-late 1990s setting – should the Keeper wish to run a game set before about 1996, he or she should seriously consider converting any references to emails (and specifically Handout #10) to traditional hand-written letters. Similarly, if running *The Past Is Doomed* very late in the 1990s, Keepers may wish to convert some of the news articles to (new and somewhat experimental) online news items.

bring about the rule of her master upon the earth. She hopes to be one of the favoured few who shall have unlimited sorcerous power when that time comes. She is now quite insane but also cold, manipulative, and ruthless.

Contacting Hammerman

Hammerman dislikes being harried and goes out of his way to be unhelpful to the investigators unless one of them is from the press. Even mad as he is, it is impossible for him to alienate reporters, and to these he is at least civil if not exactly forthcoming.

Hammerman explains that the picture he is planning draws on Arkham's past. It delves back to the time of the Salem witches but focuses most on the recent past. It is a time travel story and bears no relation to Dr. Zabrich's work which Hammerman claims he has never heard of. For publicity reasons, the set is under close wraps and security guards have been brought over from L.A. to watch it. He cannot give the investigators passes or otherwise help them since that would be violating the deal he has made with the studio.

Contacting The Studio

Investigators who contact the studio – an independent named Magno Pictures – find they are as close-mouthed as their director. This is deliberate – they are held to a contract that Hammerman insisted they sign. It seemed little enough and he was willing to waive a considerable amount of his fee for absolute security, so they were happy to go along with it. They now cannot reveal a word about his production until he gives them the go ahead. While it is a strange deal, it is not unprecedented. They are a new company and eager to attract big talent ... even big talent on the slide.

The Suites of Hammerman and Glenda

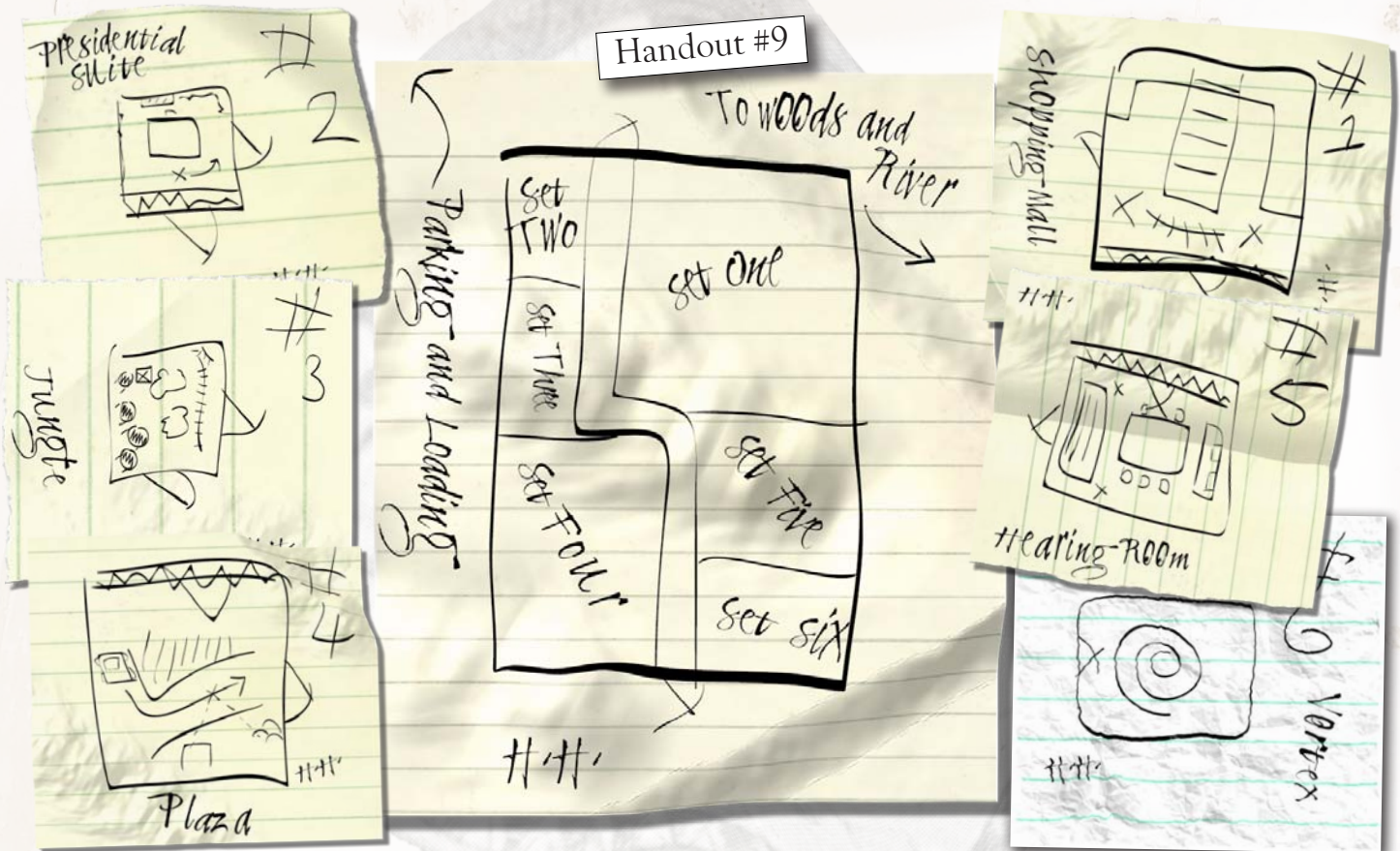
Hammerman and Glenda occupy two suites on the top floor of the hotel. The suites are joined through the lounge room, and both comprise a wide sitting and entrance room, a lavish bedroom and en suite, and lounge/television room. Successful Spot Hidden rolls and active searching reveal the following things in Glenda's and Hammerman's rooms. A separate Spot Hidden must be made for each item.

Hammerman's Room

- **Sketches for the set.** There are seven diagrams in a sheaf of paper on the small table in the sitting room. The first sketch is of the entire set, subdivided into six more sets within it. Each of the following diagrams depicts another set. The details of the



Handout #9



sketches are bald and unhelpful, being simply block-like shapes arranged in different ways. But there are revealing notations against the six stages following the sets. They are scribbled on the margins of each diagram. "Presidential Suite; Shopping Mall; Jungle; Hearing Room; Plaza; Vortex."

- **Costume Sketches.** These depict costumes of the forties through to the eighties, including military and police uniforms.

Glenda's Suite

Exactly like Hammerman's in design, Glenda has only two things worth finding in the room, and these are well hidden.

- Inside her mattress is the (sole surviving) copy of **Zabrich's book**, *Chronicles of A World Gone Mad*. Investigators must be searching the bed before they can find the book, which can be discovered as a small hard rectangle under the surface of the mattress. The book cannot be found by simply peering under the bed.
- **Letters to Hal.** In a small leather document case kept in the top of the wardrobe is a sheaf of printed emails, bills, and other paperwork. Most of it is mundane, being a note of expenses incurred thus far and a stack of receipts. Among them, though, are a series of printouts of emails to and from Hal (of Hal's Esoterica, see page 14). This correspondence to Hal reveals the man was aiding

Glenda and Hammerman and had been privy to some of their secrets. Of particular note is a letter (Handout #10) which describes Zabrich and instructs Hal to "detain" him should the author show up.

The document case takes 1D20+10 minutes to go through and successful Spot Hidden to find the emails to Hal.

From: 712333.1575@compuserve.com
 Message-Id: <9Xvxabcd11931@compuserve.com>
 To: ab40119@aol.com (Hal's Esoterica)
 Subject: You Are Failure
 Status: RO

Hal,

You were late again with the last batch of books - Hammerman and I cannot tolerate such insubordination from one of our servants. But, at least, the volume was of high quality and contained some descriptions of use to our workings. So, there is still chance that we will still be willing to share with you some of our secret knowledge. You have already seen some of the hidden things we know. Do not fail us, and you will know much more.

We have new task for you, as well as the searching for books of power. We want you to keep an eye peeled for a man who we think is a bad man who wants to stop our working. His name is Ernst Zabrich. I am attach a photo of him to this email. If you see this man, if he comes into the shop, you MUST detain him. This is vital.

You will know Zabrich as an enemy, for his knowledge is too great for both his and our good. Do not hesitate to do what you must.

G.

--

All emails remain property of Compuserve, Inc.

Handout #10

CHRONICLES OF A WORLD GONE MAD

The book is a small hardback, surprisingly innocuous in appearance for all the fuss which has been made over it. It has green boards and ragged cut pages and is around 400 pages long.

The book functions as a Lesser Grimoire. The Sanity loss for reading it is 1D4/1D8, it has a $\times 2$ Spell Multiplier, and it grants +5 Cthulhu Mythos skill.

The book traces Zabrich's philosophy that the past is doomed through actions by the creatures of the Mythos, who hope to destroy humankind, not through any overt action, but by a persistent and covert wearing-away of our society's basic fabric. Through social upheaval, disease, warfare, and crime, the toll taken on humanity is great, and the powers that dwarf humankind look on with glee at the misery they can cause. They are softening humanity up for the final blow, when they again will rule upon the face of the earth.

Zabrich advocates vigilance and knowledge as the best defence against this destruction. Those who would fight for the future should know the enemy is everywhere and be prepared to root out that enemy from its most obscure hiding places.

Anyone who goes insane from reading this tome most certainly develops the effects of paranoia as they begin to see such conspiracies and their effects everywhere.

Spells: Summon Servitors of the Doomed Past, Evoke Past.

NEW SPELLS

Summon Servitors of the Doomed Past

Mechanically, this spell works like other summoning / bind servitor spells described in the *Call of Cthulhu* 6th Edition rules: casting it involves sacrificing 1D3 Sanity Points and anywhere from one to ten Magic Points. The chance of a successful summoning equals the sacrificed MPs multiplied by 10.

Where this spell differs markedly from other summoning spells is that in most cases the caster is not even aware that he or she is engaged in spell-casting. The actions to be followed are loose and generally equate to a feverish and obsessive research into the "hidden" aspects of history, whether that be long-forgotten conspiracy theories, attempts to break an ancient cipher, or a quest to research ancient Mu. The more feverish and intense the research, the greater the expenditure of Magic Points (and thus the likelihood of success) – the Keeper should decide this based upon a player's description of his or her Investigator's obsessive historical delving.

It is possible to learn this spell purely by accident – the malicious forces of the Mythos can simply inflict it upon a feverish researcher who seems to have gone beyond the barriers of normal sanity in their normal researches of history (Keeper's discretion). From that point onwards, that individual knows the Summon Servitors of the Doomed Past spell, and any future in-

tense period of research will constitute a casting of the spell. It may be possible for an Investigator "cursed" in this way to somehow forget the spell, but the method of bringing about such a transition is something for the Keeper to invent – needless to say, it should not be easy.

Note that the "accidental" path to learning this summoning spell does not teach the equivalent Bind spell, which can only be learned through traditional means. Since Zabrich's only knowledge came via such accidental means, his long-winded exegesis in *Chronicles of a World Gone Mad* can similarly only impart the summoning – the doomed Professor never learned how to control these things, just how to whistle them up.

Evoke Past

This spell is done with 8 magic points and 1D6 Sanity Point loss. The caster lights a photograph or other representation of a past era and chants. As the smoke arises from the burning item, the caster and others with them can see a vivid depiction within the flame of those things which the agencies of the Mythos have affected in the era under question.

[Keeper's Note: This spell should reveal depictions of any crises or dangerous happening in the era. Keepers may wish to overwhelm the caster and audience with these visions, proving that nothing is out of the grasp of the talons of the Mythos creatures.]

THE SET

At some point, the investigators are likely to want to take a look at the film set. Before the "Journey Through the Past" (see page 25), the set is essentially benign. Afterwards, it is quite different: for the later section see "The Altered Set" on page 29.

EXTERIOR

The set is in a large old building set back in the woodland West of Arkham just beyond Hangman's Brook. It can be reached via an unmarked service road which splits from the feeder road to Route 1A (the continuation of West Saltonstall Street). It has been refurbished by the set decorators and construction crew from the film. This was done in Hammerman's first flush of enthusiasm before the influence of Glenda began to take its toll.

Thrown around the building is a wire fence. This is electrified. Investigators foolhardy enough to try and climb it take 2D10 points of damage from its generator. There are large DANGER signs posted at regular intervals along the fence warning of the danger of electrocution.

There are six security guards on duty day and night. They are armed and have been hired out of L.A. by Hammerman. They will not shoot anyone unless that person attacks them with firearms since there are strict laws which prohibit such use of force. They are not, however, averse to employing their nightsticks and promptly hand any trespassers over to the Arkham police.

INTERIOR

The set is subdivided into small sound stages, each depicting a different time period and location. The set dressing has been very professionally done and the locations look quite authentic. Above the sets are a tangled mess of cables and struts for lighting.

Each set corresponds with a certain time period. A successful History roll for each set identifies the correct period.

Set One

The 1980s. This depicts a shopping mall bedecked in eighties paraphernalia and dripping with all manner of consumer goodies.

The mall set has an upper and lower level joined by a massive working escalator in the centre.

Set Two

The 1970s. The Oval Office of the White House during the Nixon administration. Memos on the desk and photos on the wall, not to mention the fake view out of phony windows of seventies autos parked beyond the lawn, show the period.

Set Three

Mid-Seventies. A grimly realistic depiction of a South-East Asian jungle. Combat gear is strewn about (none of this works, it is all movie make-believe) but helps identify the period as the late Vietnam war. At the rear of the set is a network of four tunnel entrances which each look as though they go miles underground but are in fact only a few feet above the studio floor.

Set Four

The 1960s. Dealey Plaza. The exact location of the Kennedy assassination is given stunning recreation focusing on the famous grassy knoll and the street beyond.

Set Five

The 1950s. A House Un-American Committee (HUAC) hearing. The HUAC room is stark and ugly with a massive main table for the questioners to sit behind in a bunch, a little frontal area for the accused, and stalls at the back for press and audience. Various items of the period are strewn about, as are signs promoting the committee and its good work.

Set Six

The Empty Set. This is the focal point which the mad Glenda and Hammerman intend to use to gain control over the future and guarantee the coming of the Elder Gods. Right now the set is empty, though a complicated tracing exists on the floor which, when viewed from above, requires a Sanity roll. On a failure, the Investigator perceives this as a spiralling vortex roiling back into the past wherein glimpses of the terrible events of the last few decades can be seen. (Sanity loss 0/1D4).

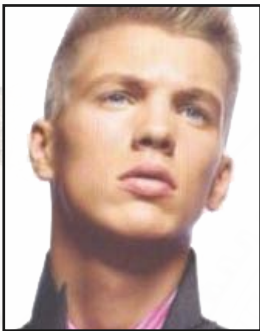
This set is not used until after the night of Day Three on the timetable given below.

INTERESTED PARTIES: COMPETITION IN THE INVESTIGATION

There are two other interested parties looking for the missing Zabrich. They have only just made it to Arkham and may be strewn across the investigators' trail as the Keeper sees fit. Keepers may use them as help, hindrance, or victims to alert the investigators of danger by running afoul of things to which the investigators themselves may have fallen prey. They can be one jump ahead of the investigators or ten jumps behind.

Keepers should try as much as possible to allow parties who include officials and the like to gain more help from Rex Chase, while Douglas Stoop will distrust these types but may help the more rag-tag investigative team.

Rex Chase, Special Agent of the Federal Bureau of Investigation, 28.



Tall with crew cut blonde hair and a face a male model would be proud of, Rex has been sent to investigate the conspiracy theories of Zabrich and see if they have any political reality that may be distorted by the disturbed mind of Zabrich.

As far as he is concerned, it is a routine case. He is personally convinced Zabrich is a nut and there is no substance to his claims. It is unlikely, regardless what evidence to the contrary turns up, that Rex ever considers that the theories might be true. He lacks imagination, although he is brave and solid.

Douglas Stoop, Sleazy Tabloid Reporter, 37



Stoop works for the tabloid newspaper The Questioner. He is desiccated and unhealthy, his skin fish-belly white and his nose and eyes flaring red. He wears his hair slicked back and likes to don jeans, t-shirt, and combat jacket. He drives a battered Oldsmobile.

Stoop is in search of Zabrich and is hot to get hold of him and his theories. For him Zabrich represents the great white whale of conspiracy stories. This one is rumoured to have it all – everything from JFK to Nuclear Weapons to Invaders from Another Planet. Stoop will double-cross anyone, break any law, and dive to any depth to get his story. Nothing is sacred but his by-line. He has a kind of oily charm but is at heart base and disreputable.



HUAC Hearing, 1953

PAST TENSE

At some point (of the Keeper's choosing) during the investigative stage of the scenario, weird things begin to happen around the investigators. These events are caused by the Servitors of the Doomed Past, the actions of the investigators having attracted the attention of these shadowy creatures haunting Arkham. The mechanics of how the Servitors blight their victims is discussed in the Servitor NPC description on page 32.

Below is a time-line for their increasing actions upon the investigators and the actions of the crucial NPCs — Glenda, Hammerman, and Dr. Zabrich. These events are spread over four consecutive days, leading up to the climax of the scenario. The day that the Keeper decides that the investigators have come to the Servitor's attention is the first day of this timeline ("Day One").

While much of the action during this closing phase of the scenario depends upon the investigators and what they discover, there are also set incidents which are due to occur. The timing of these can be flexible to accommodate the progress of the players. Events may happen early, due to investigators prompting such actions. Alternatively the investigators may be slow, in which case they will be constantly reacting to events rather than initiating them.

DAY ONE

The People

Hammerman and Glenda are barely aware of the investigators and remain so until the investigators visit them or create sufficient stir to be talked about. Regardless, Hammerman and Glenda are concerned with empowering the Set, which they are scheduled to do in three days time. Hammerman spends most of the day and night out at the set, while Glenda remains in town fielding queries from the studio, press, or townspeople.

Zabrich does not act in any way other than to hide until he becomes aware of the investigators. Once he has met them, he begins to give them anonymous leads beginning on Day Two.

The Servitors

The Servitors of the Doomed Past always appear in anachronistic dress. They are currently haunting Arkham, waiting for the opportunity of Yog-Sothoth being released. For the first day, investigators see



tall, thin figures with wolf-like profiles, almost non-human, lurking on street corners, on the edges of their peripheral vision, or in the distance.

These figures can be dressed in seventies flares or safari suits, sixties hippie fashions, fifties suits, even forties military dress. Always their clothes are anachronisms. They remain shadowy, lurking on the edge of the investigators' awareness.

The Servitors also influence the environment around the investigators once they have become aware of them. For the first day, this is in sneaky and often subtle ways. The effect is to unsettle their victims and soften them up for what is to come.

They do this through two main ways besides the previously-described shadowing:

- **Television** — Stories on any television in the investigators' proximity deal exclusively with the past and always show conflict and violence. Such TV stories are presented as though they have just happened. If the investigators pay close attention, the coda to the television story is a contemporary newscaster explaining that this as an anniversary of the event or some kind of retrospective. The anniversary dates, however, never tally and the retrospectives are too frequent for comfort.
- **Newspaper stories** — Investigators see their own photo on the front of newspaper stories which deal with the past — always in stories of violence or social and political upheaval. On closer look, the photo simply resembles the investigator, though the resemblance is usually barely recognizable close up. The investigator is left confused as to how they could have made the mistake in the first place.

The above tactics continue through all the days the investigators deal with the Servitors once the strange happenings have begun.

DAY TWO

The People

Hammerman and Glenda are again separate for the day. Hammerman returns to the set while Glenda is keen to find out what is happening with the official inquiry about the missing Zabrich. She visits both the police and the investigators, if she is aware of the latter and thinks they are likely to turn anything up. By the afternoon, she returns to her hotel room, where she spends the time on the telephone. By the evening, Hammerman has returned from the set and the pair goes to dinner together at the fanciest restaurant they can find in town. They return a little before midnight with Hammerman a little drunk and ranting, "The past is doomed, and so are we. The past is doomed and so are we all," over and over. (Investigators who approach him in this condition get a very curt kiss-off from Glenda. She bundles Hammerman into his room and they do not emerge for the rest of the night).

Zabrich provides a clue to the investigators in the form of a (leaked) letter. He does this only if they have been making sensible progress. Any craziness on their part makes him suspect them, and he backs off for another day. If the letter comes, it arrives anonymously, slid under their door by the doctor himself while they are out of their rooms for any time. The letter (Handout #11) incriminates the film people. It is addressed to Doctor Zabrich from Hammerman personally, condescendingly requesting the Doctor to show the director a draft of his book *Chronicles of a World Gone Mad*. Hammerman explains that he wishes to use the book as the basis of his next picture. It is dated four months ago.

The Servitors

The Servitors now begin to take an active interest in the investigators, especially if they have been making good progress. Their incidence of shadowing the investigators intensifies; they also make an effort to snoop into the investigators' rooms or homes and discover what they might know about Zabrich and about the film people. The Servitors use standard break-in measures so as to not alert the investigators to their presence.

(Keepers may wish to previously establish investigator contact with Douglas Stoop, so that he can be suspected of burglarizing their rooms rather than supernatural forces.)

While the images of the past continue to plague the investigators, a new one is called up the Servitors:

- **The Ambulance** — an old ambulance streaks by. This might be a World War II field ambulance, or a fifties version, or even a seventies one (this may be harder to pick out, but a Spot Hidden reveals something not quite right about the vehicle or History establishes its period as belonging to the past).

In the back, investigators see a bloodied figure sitting in the window, waving at them and smiling.

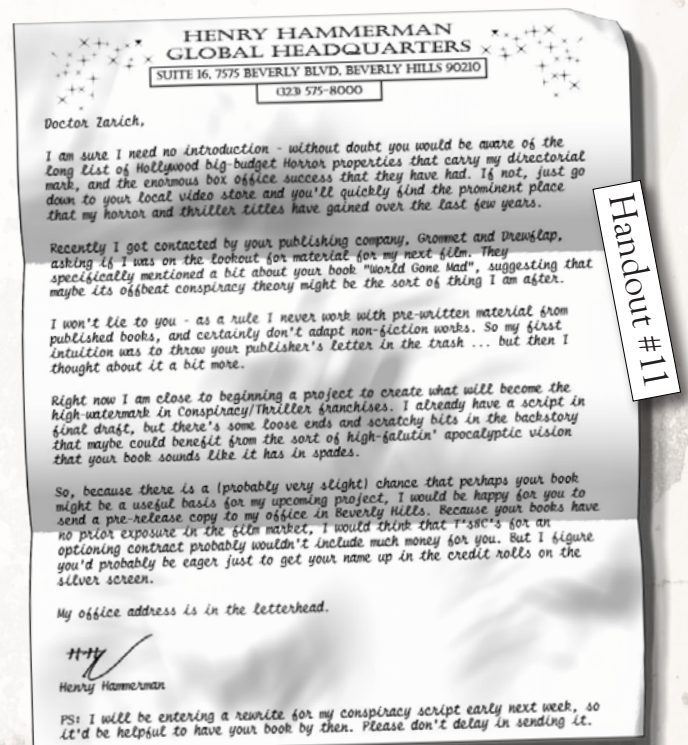
Each investigator sees their own face on the torn and brutally-injured person.

DAY THREE

The People

Hammerman and Glenda both decide to get the investigators out of the picture, each in their own way. Hammerman calls the investigators and tries to buy them off with a bribe. The deal is four hundred thousand dollars (out of the film's budget) if the investigators leave Arkham. Hammerman does not care if they are locals; they should take a holiday. Hammerman sees their departure as concrete proof that they are upholding their side of the bargain.

Hammerman's excuse is that their snooping around is costing him a loss of face with the studio, something he can ill afford. He wants them out of the way. Presumably the investigators say no outright, or say yes with a plot to deceive Hammerman.



Glenda's form of getting the investigators out of their hair is a little tougher. She sets the Servitors on them (see Servitors actions, below).

Zabrich for his part stays quiet and lies low. He senses danger in the air, and does not wish to buy into it.

The Servitors

At Glenda's behest the Servitors get tough. They launch physical attacks against the investigators that night. Keepers should choose moments when the investigators are alone or vulnerable (e.g., while they are bathing). See Servitors section in Statistics (page 32) for a description of their possible tactics.

DAY FOUR

The Small Hours

By midnight of Day Three, Hammerman and Glenda have put their plan into action. Everyone asleep in Arkham that night loses 1D10 Magic Points. If any character loses more than their total Magic Points due to this, they have lapsed into a mysterious coma from which they can only be awoken by the destruction of the focal point within the movie set.

If the investigators know or suspect something is afoot and wish to prevent it, they must journey to the motion picture set on the outskirts of Arkham. If the investigators take this option, they do not encounter "The Journey Through the Past" (see below) and its morphing of Arkham but do encounter the altered set.

Most likely however, they are taken by surprise like the rest of Arkham and have a very strange night's sleep.

THE JOURNEY THROUGH THE PAST

If the investigators have not acted against Glenda and Hammerman, they undergo a dream during the early hours of Day Four. They dream they arise as though the day is normal, but then it begins to take on horrible new meaning. The investigators must run the gamut of this dream until being flung violently — and probably less stable as a result — back to the future.

As they journey into the town itself, streets and locations remain exactly the same — it is as though the past has seeped in and overwhelmed the town. This is a spill-off from the activities on the set.

Keepers should consider such alterations to be similar to the dream-states in the Dreamlands. While they are not real, they certainly seem so and investigators encounter the changes as though they are, in fact, reality.

DREAMS OF THE PAST

Throughout the next section of encounters the investigators will scarce know if they are awake or asleep, dreaming or living a waking nightmare. During the dream-passage of the Journey Through the Past, investigators are certainly asleep. A loss of Sanity or Hit Points in these encounters leads to a roll on the Dream Past Nightmare Table below.

Within the dream, once investigators are trapped (see description in each section) they must undergo a Sanity roll. Success loses 1 Sanity Point and sees them wake, tense but essentially safe and sane. Failure loses 1D10 Sanity Points and has them undergo a Nightmare effect.

Once the investigators reach the set, they find that reality has warped and may as well be a dream. In this instance the investigators take Sanity loss and wounds as they normally would, as the great power tapped by Glenda's spell has altered the very reality of the set and its surrounds.

Dream Past Nightmare Table

(Based on Dreamlands Nightmare Effects Table from *H.P. Lovecraft's Dreamlands*)

Choose or roll 1D6:

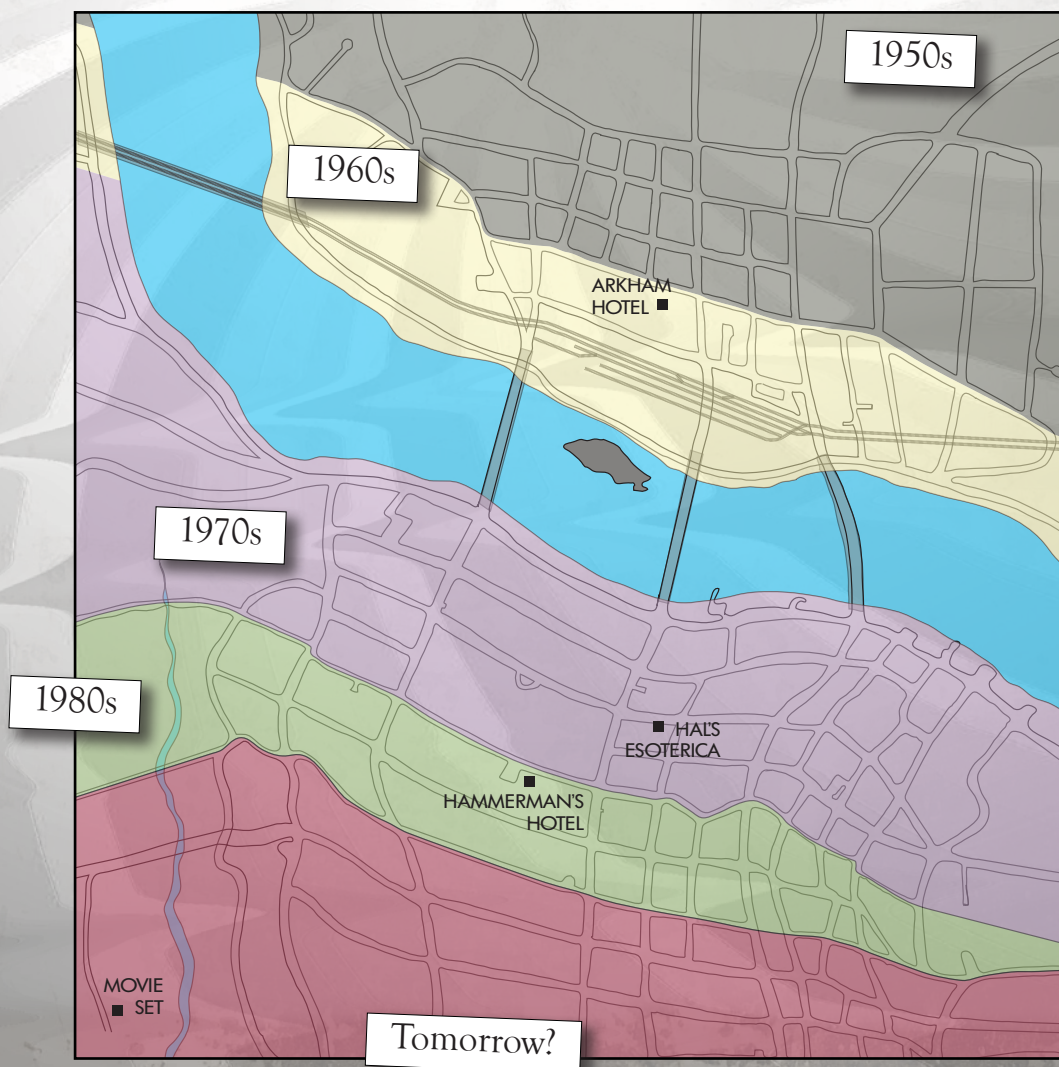
1. Dreamer becomes one of the creatures in the dream which they would normally revile. They chase and harass other dreamers but upon waking are seized with overwhelming guilt which continues to dog them.
2. Dreamer changes location to another Arkham/Dream Past.
3. The Investigator wakes but sees the room he or she is in as decorated exactly like the past era they just were in. Sanity loss is 1/1D6.
4. As above, except effect lasts for the next 1D10 minutes. As they walk through the streets, the investigator hallucinates that everything is taking place in this past era.
5. As 3 except effect lasts 1D10 hours.
6. Investigator rolls for Sanity loss and matches it against CON on the Resistance Table. On failure, Investigator suffers mild coronary arrest. If a subsequent roll of $CON \times 10$ fails, he or she dies. Even if this latter roll is successful, 1 point of CON is lost.

Beginning at the North end of the town and running down to the South, the town has been divided into different historical periods. Within these sections everything is as it was during that period except with a slightly sinister edge. All the activity within the sections seems to concern unrest and social upheaval of one kind or another.

As the dreaming investigators travel through the different regions of the dream Arkham, they will find themselves inexplicably transported through its various time periods encountering nightmare versions of Arkham residents from those eras (see below for descriptions). In each region of the dream, after an initial period of freedom (to allow the nature of the particular dream reality to be experienced), the denizens of that era will increasingly turn against the investigators. Swift reactions (and some well-placed Dodge, Sneak, Hide, Climb or Drive rolls as appropriate) will allow investigators to evade the murderous intents of the dream people. Investigators will find themselves literally fleeing through the streets with a mob on their tail. Of course such a pursuit is likely to lead them to the borders of another region of the dream, where their pursuers abruptly vanish ... only to be replaced by a new nightmare version of Arkham.

Investigators have three things to gain by undergoing this dream state:

1. **Insane Insight.** Failed Sanity rolls allow the investigators an insane but telling glimpse into the realities of the situation. They sense a lurking presence behind the scenes, a malevolent figure tantalizingly hovering over the entire scene which cannot be glimpsed or uncovered no matter how hard the investigators try. They gain an immediate knowledge that this is how it was — these things did not simply happen on their own; they were the tinder ignited by some devious and deadly supernatural spark.
2. **The Concentric Crowds.** In each area of the dream Arkham, the investigators come under attack from crowds and may be flung back out of the dream as a result. When this happens, a successful Spot Hidden roll reveals something unusual: the crowds always form a concentric pattern, a special surging picture. This odd pattern directly parallels the pattern the investigators may have previously seen on the empty (sixth) soundstage of the film set or later discover when they visit the studio for the final time.



Arkham's Journey Through The Past

3. **The Destination.** If the investigators succeed in navigating through this nightmare Arkham of the past, they reach the edge of town. There, the woods fall away as if by some giant hand and all that is left standing is the Film Set. Around it shimmers some horrible figure: A great gaseous thing, layered with circles and spheres hovering about it, ever-threatening to coalesce into some unspeakable and terrible entity but mercifully never quite managing to. It is as though it has almost sufficient power but not enough, that there is something missing. From within the Set comes a dull chanting, and with each syllable the form gains greater cohesion. A successful Cthulhu Mythos roll identifies this thing as a form of Yog-Sothoth but happily not one of its more devastating manifestations. Sanity loss is 1D4/1D20.

Regardless of whether the investigators manage to remain sane, they awaken from the dream state back in their beds after this penultimate vision (assuming they haven't already been returned there during the dream-like historical adventures).

SECTION ONE: North Arkham (towards Innsmouth), South to Armitage Street.

The 1950s

This section of town now completely resembles life during the fifties. But far from being the happy go-lucky time it is often depicted as, people are shunning strangers as Cold War fever has them tightly gripped in its nightmare clutches. Investigators are viewed suspiciously and begin to be trailed through the town by government agents. If they do not hurry out of here, they are eventually pursued by an angry mob, arrested, and with the horrible speed of dreams (or nightmares) find themselves in the electric chair for being Soviet spies. The surging burst of current through their pain-wracked bodies flings them back into the present.

Ethiopia, 1984



SECTION TWO: Armitage Street to Water Street

The 1960s

Here, the streets and people have been transformed to their equivalents from the sixties, complete with riots and protests. Brutal thug-like cops and crazed feral hippies clash in bloody violence. Investigators are flung into the middle of such riots and must flee or be dragged into and possibly injured by the raging throng. If they remain, they are surrounded by either cops or protestors. If they are surrounded by cops, they realize to their horror they themselves are now dressed as hippies; if they have been swarmed by hippies, they are clothed in police uniform. The resulting terrible attack flings them back into the present.

SECTION THREE: River to College Street

The 1970s

As soon as they enter this section the investigators find themselves wearing the uniforms of Vietnam War soldiers, marching through Arkham while being harangued on all sides by townspeople who loathe and revile them. Finally, one woman bursts through the ranks and claws at one of the investigators, screaming abuse in their faces and spitting on them. This creates a tidal wave of reaction as the crowd surges in from all sides, attacking the investigators and their companions mercilessly. Unless they can escape, the ensuing carnage ends with the investigators deposited once more in their own time-frame.

SECTION FOUR: College Street to High Street

The 1980s

Investigators must make Luck rolls. On a failed roll they become drawn and thin, and they find themselves in ragged clothing, shuffling along streets, their joints and limbs stiff with hunger and fatigue. Gradually their outlook becomes bleaker and their health worse until at last they fall against the curb side and die.

Investigators who succeed in their Luck rolls become rich and wealthy. They find themselves prowling through Arkham in a limousine. But as they go, they begin to take in more money and more food and more drink, and even as they pass the destitute around them they swell fatter and fatter until they burst within the narrow confines of the limo, showering its interior with their strewn innards.

Only if they can resist the urge to succumb to such a condition (abstracted as a POW × 5) can investigators escape from the streets.

SECTION FIVE: High Street to Washington Street

Shadows of a Doomed Future

More subtle and insidious than the other alternate eras, this dream version of Arkham is more a shallow reflection of some of the horrors that lie just on the horizon for the American nation.

As the Investigators stumble into this dream, it will initially seem to closely resemble the modern 1990s Arkham they are familiar with although things seem somehow abstract or incomplete, almost like an incomplete canvas. At the periphery of their vision, they occasionally think they catch glimpses of monumental structures falling silently to the ground, although each time they turn to take a closer look these phantom visions evaporate into nothingness. On a couple of occasions, huge and fast-moving shadows pass across the street cast by no obvious object.

After a short time, Investigators begin to encounter the security checkpoints. Initially these seem perfectly ordinary — perhaps a street blockaded by police vehicles, searching underneath each vehicle for something, perhaps a metal-detector machine that all pedestrians must pass through. The uniformed figures seem oddly blank-faced and refuse to answer questions with anything more specific than “It’s for your safety. Please comply.”

As their stay in this region of dream-Arkham continues, the Investigators encounter more and more of these security checkpoints, each with more intrusive and increasingly surreal demands — everyone must remove their shoes, vehicles must be

drained of fuel before being pushed through a huge scanning machine, everyone must place any books or other printed material in a clear plastic bag and are allowed a maximum of one magazine or paperback through the checkpoint. Use your imagination to create apparently nonsensical and inconvenient restrictions which create massive backlogs of people and/or cars as far as the eye can see.

This progression continues until one of the Investigators questions the need for such tight security (even if only in conversation to another Investigator — hidden microphones will pick up such talk). As soon as this happens, all the security officials pull weapons and attempt to arrest the offender for being “in league with the Enemy” (although it is never specified who or what that is). If the offender does not immediately surrender, the army of faceless security men will attack anyone associated with this traitor. Unless they escape, the investigators are flung back into the present.

It is only by passing through this area of the nightmare that Investigators can proceed to the final outcome — glimpsing Yog-Sothoth — which is described above.

INVESTIGATOR ACTIONS

Once having returned from the dream-past, the investigators must decide what to do. The key lies in the studio outside of town. Now, however a new evil has risen here, and the place is no longer the innocuous empty set it was before. If the investigators seek out Glenda and Hammerman, they soon discover the two left for the set just before midnight and have not been seen in their hotel since.

ZABRICH ACTS

Once things get to this point, Ernst Zabrach cannot help but act. He sees in the investigators an opportunity to have allies and a chance to bolster his always-flagging courage. Also, at last there is something to fight, something tangible, and this gives him hope. If the investigators have not previously discovered him, he is waiting at their hotel when they wake up from their past-nightmare. Zabrach announces himself and discards his disguise. He insists the answer lies at the film set, and the investigators must go with him and destroy the evil that lies within. “We can do nothing about the past, but the future still has a chance,” the old scholar intones.



THE ALTERED SET

Once the investigators journey again to the set, they find it remarkably changed. Structurally the sets themselves are as before, but they have taken on a new life, becoming like the dreams the investigators underwent, filled with horrible, ghastly pastiches of the worst element of the past. Now, a horror has overtaken each set: investigators venturing onto the set must defeat this new evil or at least escape before they can deal with the real threat. A description of the basic set layouts can be found in the soundstage descriptions on page 21. The paragraphs below describe the changes and conditions that have now manifested:

Set One

A swarm of zombies inhabits this shopping mall, ravaging and tearing at anything that comes near in a gross parody of consumerism gone mad. They are all dressed in name brands and are especially attracted to any investigators who possess the same. Suspended above the mall is a massive net of consumer goodies reached by a narrow ladder or from the top of the escalator. A Mechanical Repair roll operates the winch and lowers the goodies down to the zombies, which immediately placates them and allows the investigators to escape.

Set Two

The mock White House is now filled with grinning ghouls as the investigators must fight through a sea of tapes and bugging devices. If a ghoul manages to inflict a wound on an investigator, its face becomes a mirror of the investigator's own. Sanity loss for seeing this is 1/1D6. Against the window of the White House are a giant tape head and a set of speakers projecting out. If the investigators manage to run a loop of tape over the heads, they can project the truth out to the people and escape.

Set Three

The jungle is hissing with rain and seemingly alive. Investigators must face dead men armed with lethal weapons (which do not work for the investigators) emerging from the underground tunnels. The four holes must be simultaneously plugged for the creatures to cease emerging. There is a pile of First Aid packages lying in a stack, which can be used for just such a task.

Set Four

The investigators watch helplessly as they are the ones with guns in their hands at Dealey Plaza. Even

if they throw away the weapons, seemingly everyone on the knoll has a gun of some sort. The conspiracy is an endless nightmare. If investigators make sufficient racket and draw enough attention to themselves they find an opportunity to escape while the Presidential cavalcade speeds off.

Set Five

A trial is underway at the HUAC hearings in which the investigators must prove to a group of cannibalistic ghouls that they have not now nor ever have been the ghouls' enemies. Since the ghouls insist everyone is their enemy, they wish to take the investigators and cook them in an enormous chamber with a chair within. This nightmare construction bears a horrible resemblance to a cross between an electric chair and an oven.

Between the sets

Going between the sets is not so simple once the powers of the dark past have been set in motion. Long dark tunnels, seemingly without end, link up the sets. These are pitch black within and have no apparent beginning or end. They simply start as the investigators walk off a soundstage and end some 1D20 rounds of walking later. Once in the tunnel, there is a 20% chance investigators are pursued by the denizens of the last set and a 15% chance for a Servitor to physically attack. Both these attacks break off if the investigators reach the next section.



SET SIX: THE FINAL VORTEX

There are two possibilities for this section. The first is that the investigators have been prompt and come to the set before the Magic Points of the town have been tapped to create the dream "Journey Through the Past." The second is that they arrive later, after the Vortex of the Past has been set in action.

If The Investigators are Early

If this is the case they find Hammerman and Glenda bent to their task. The lines of the vortex on this set are glowing and begin to move in a three-dimensional fashion forming a complex web of arcane design. Glenda can use the vortex to summon aid and call Servitors. She and Hammerman flee into the studio as the sets begin to take on their new life, as described above.

If The Investigators are Late

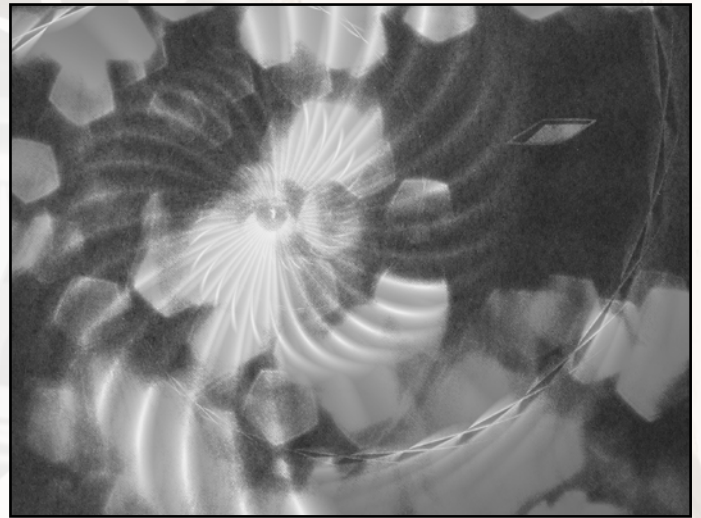
In this case the sets are already altered, and investigators must battle their way through these horrific scenes to reach this location in order to halt the summoning of Yog-Sothoth.

When the investigators manage to reach this point, they find the headless Hammerman dangling upside down above an otherworldly vortex, his body swinging so that his blood traces the lines on the floor which investigators may have seen earlier. Ringed around the vortex are six Servitors. In the center, in an unbloodied section, stands Glenda, a gleaming blood-stained knife in her hands. She waits for the vortex pattern to be fully painted by Hammerman's blood. This takes approximately 12 rounds (although the Keeper should feel free to speed this up or slow it down to maintain the appropriate level of suspense). Once empowered by the stolen Magic Points, the blood-stained pattern will become a gate for Yog-Sothoth, Glenda's master.

Within the vortex, investigators see more visions of the terrible and desperate aspects of the past. This can become overwhelming — investigators who fail a Sanity roll lose 1D4 points and stand fixated on the vision until the summoning ritual is completed.

The Servitors hold the circle closed from those who would interrupt the ceremony. Investigators may break through the circle by force or climb above the set and cut down Hammerman's body from its grisly circuit.

If neither action succeeds in time, the ritual is complete: Yog-Sothoth arrives as a congeries of waxy, iridescent spheres. Once the Outer God manifests, investigators who succeed in their Sanity rolls perceive the entity not



only as a physical presence but also as a terrible knowing, a certainty that their lives are futile and needless and that their world is slowly crumbling. Those who fail the roll are instantly catapulted into gibbering insanity.

CONCLUDING THE SCENARIO

SUCCESS

If the investigators succeed: Yog-Sothoth is banished from having an earthly foothold. Glenda and her minions must be dealt with, but in the terrible blast of the God's defeat the Servitors are sucked back into the dreadful otherworldly void from which they were summoned. Glenda is alone and quite insane, staring at the headless corpse of her lover and mouthing silent inanities. Investigators gain 2D10 Sanity points for banishing Yog-Sothoth but lose 1D6 from the knowledge that a foothold has already been gained, that however they may fight for the future, the past is doomed.

FAILURE

If the investigators fail: Yog-Sothoth is summoned and proceeds to destroy the investigators as threats. Afterwards, the God deals with its servant Glenda, giving her more power. It also gains a foothold in Arkham, from which it may unspool its toxic past into a dark and deadly future. Glenda goes on to wreak more havoc and surviving investigators may wish to pursue her as she returns to L.A. to further the cause of calamity.

Arkham begins to see its past begin to impinge on its present. Many mysteries which people had thought buried forever come to light again, and there is a long shadow of fate over the township.

Investigators lose 1D10 further Sanity Points if they realize they had it in their power to halt this and failed.

STATISTICS

Ernst Zabrich, Hungarian Academic turned Visionary, 67

STR 10 CON 12 SIZ 11 INT 20 POW 14
DEX 11 APP 9 EDU 22 SAN 15 HP 11

Damage Bonus: None

Weapons: None

Skills: Art: Writing 85%, History 95%, Library Use 67%,
Persuade 55%, Psychology 79%.

Henry Hammerman, Film Director and Cultist, 49

STR 11 CON 13 SIZ 14 INT 16 POW 11
DEX 13 APP 15 EDU 18 SAN 10 HP 14

Damage Bonus: +1D4

Weapons: Fist 50%, 1D3+1D4

Skills: Accounting 75%, Art: Direction 56%, Credit Rating 86%,
Persuade 77%.

Glenda, Film D-Girl and Servant of Yog-Sothoth

STR 10 CON 12 SIZ 12 INT 17 POW 16
DEX 14 APP 18 EDU 15 SAN 0 HP 12

Damage Bonus: None

Weapons: Handgun 65%, 1D10

Skills: Credit Rating 90%, Persuade 85%, Drive Automobile 40%,
French 74%, Listen 55%, Spot Hidden 75%.

Spells: Summon/ Bind Servitor of the Doomed Past (see
page 20), Call Yog-Sothoth

Hollywood Security Guard, around 30-40

Not only are these men tough and loyal to their boss, they look good, always wearing reflective sunglasses and chewing gum elegantly. They are all potential movie stars.

STR 16 CON 15 SIZ 17 INT 9 POW 10
DEX 12 APP 18 EDU 11 SAN 50 HP 16

Damage Bonus: +1D4

Weapons: Nightstick 75%, 1D6+1D4
Handgun 59%, 1D10

Skills: Chew Gum 90%, Listen 60%, Spot Hidden 55%.

Rex Chase, FBI Special Investigator, 28

STR 15 CON 13 SIZ 16 INT 13 POW 11
DEX 12 APP 16 EDU 19 SAN 55 HP 14

Damage Bonus: +1D4

Weapons: Handgun 85%, 1D10
Fist 90%, 1D3+1D4
Kick 65%, 1D6+1D4

Skills: Accounting 59%, First Aid 85%, Hide 45%,
Library Use 34%, Listen 76%, Track 55%.

Douglas Stoop, Tabloid Reporter, 37

STR 10 CON 6 SIZ 11 INT 17 POW 13
DEX 14 APP 8 EDU 15 SAN 65 HP 9

Damage Bonus: None

Weapons: Acid Put Down 75%

Skills: Persuade 88%, Spot Hidden 65%, Listen 76%,
Sneak 82%, Pick Pocket 55%.

DREAM CITIZENS OF ARKHAM

Re-use these stat blocks as needed for each of the different types of adversaries from dream versions of Arkham's past:

	#1	#2	#3	#4	#5	#6	#7	#8
STR	15	17	9	6	10	16	11	13
CON	16	13	12	16	16	16	12	15
SIZ	12	10	16	13	12	11	9	15
INT	14	7	9	7	10	14	8	10
POW	11	8	14	15	7	13	12	10
DEX	12	14	12	9	11	12	11	9
D.Bon.	+D4	+D4	+D4	+0	+0	+D4	+0	+D4
HP	14	12	14	15	14	14	11	15

Move: 8

Weapons: Punch 70%, 1D3+db

Nightstick 35%, 1D6+db

Handgun 50%, 1D8 (base range 15yds)

Rifle 45%, 2D6 (base range 50yds)

Armor: most have none, police in riot gear have 8HP
armor covering torso area

Skills: as chosen by Keeper based on tactical situation

Sanity Loss: none

MOVIE SET ZOMBIES

Re-use the following statistics as needed:

	#1	#2	#3	#4	#5	#6	#7	#8
STR	21	6	15	24	18	15	16	16
CON	15	21	21	15	12	21	18	9
SIZ	11	14	15	16	12	13	12	12
POW	1	1	1	1	1	1	1	1
DEX	7	9	5	2	10	6	11	5
D.Bon.	+D4	+0	+D4	+D6	+D4	+D4	+D4	+D4
HP	13	18	18	16	12	17	15	11

Move: 6

Weapons: Bite 30%, 1D3

Large Club 25%, 1D8+1+db

Armor: none, but impaling weapons do 1 point of
damage, and all others do half rolled damage.

Skills: N/A

Sanity Loss: 1/1D8

MOVIE SET GHOULS

Re-use the following statistics as needed:

	#1	#2	#3	#4	#5	#6	#7	#8
STR	13	16	19	17	19	16	14	16
CON	9	12	13	14	14	14	9	14
SIZ	13	11	12	16	15	16	11	12
INT	14	11	15	13	12	14	14	11
POW	11	11	11	16	17	14	9	15
DEX	9	15	12	15	18	14	11	13
D.Bon.	+D4	+D4	+D4	+D6	+D6	+D4	+D4	+D4
HP	11	12	13	15	15	15	10	13

Move: 9

Weapons: Claws 30%, 1D6+db

Bite 30%, 1D6+automatic worry

Armor: firearms and projectiles do half rolled damage.

Skills and Spells: as per Call of Cthulhu rulebook

Sanity Loss: 0/1D6

MOVIE SET DEAD SOLDIERS

Re-use the following statistics as needed. Note that, unlike the prop weapons that Investigators may pick up from the movie set, those handled by the Dead Soldiers are real and deliver full damage.

	#1	#2	#3	#4	#5	#6	#7	#8
STR	19	16	10	10	19	21	13	13
CON	12	24	13	21	19	15	15	18
SIZ	11	17	16	17	11	14	12	9
POW	1	1	1	1	1	1	1	1
DEX	5	8	8	5	9	9	6	3
D.Bon.	+D4	+D6	+D4	+D4	+D4	+D6	+D4	+0
HP	12	21	15	19	15	15	14	14

Move: 6

Weapons: Bite 30%, 1D3

Rifle 60%, 2D6 (base range 50yds, mal 98)

Large Club 25%, 1D8+1+db

Armor: none, but impaling weapons do 1 point of damage, and all others do half rolled damage.

Sanity Loss: 1/1D8

SERVITORS OF THE DOOMED PAST

These creatures appear as humans, always dressed in wildly anachronistic styles. They have an almost canine appearance in profile: long tapered head and protruding lower face, although their features are human enough. The Servitors are keepers of the destroyed chances of the past, caretakers of the ill days of yore.

Aside from physical attacks, Servitors have an array of devastating psychological attacks, which they often combine to deadly effect.



Servitors of the Doomed Past, History's Bane

STR	18	INT	17
CON	15	POW	18
SIZ	15	DEX	12
HP	15		

Move: 8

Damage Bonus: +1D6

Weapons: Bite 50% 1D3

Claw 65% 1D4+1D6

Doomed Past Image 90% *

Doomed Past Interaction 90%**

Armor: 5 points of coarse furred skin on body

Skills: Dodge 55%, Hide 75%, Sneak 65%, Track 90%

Spells: Most summonings, Evoke Past (see page 20)

Sanity Loss: 1D3/1D6

* Creature matches POW vs. victim's POW. If successful, victim sees some image from the past on television, or some disturbing image linked with a past era (like the ambulance vision on Day Two of scenario's closing events). Each image costs a Servitor 6 Magic Points. Servitors can link together to create more spectacular images. This power can also be used with Doomed Past Interaction. Viewing such an image causes the target to make a Sanity Check – a simple but disturbing image costs 0/1D6 Sanity while larger, more elaborate visions result in a loss up to 1/1D10 Sanity.

** Creature can place victim in some past vision. This is how they conjure the image of a victim in a newspaper story. A POW vs. POW struggle must first be fought, followed by the expenditure of 10 Magic Points on the part of the Servitor. If the Servitor is successful, its victim loses 1/1D10 Sanity. Again, Servitors can band together and form a pool of Magic Points to overwhelm victims, but since this is costly, it is also rare.

[Note: Servitors often combine their psychological weapons with their physical ones, softening up victims with a barrage of images and dislocating sensory input before their physical attack].

FANTOOTS

The Past Is Doomed Handout #8: UseNet Posting

From: redman@ocf.berkeley.edu (RedArgento)
Newsgroups: alt.horror, alt.cult-movies, alt.illuminati,
alt.religion.kibology, alt.fan.warlord
Subject: Schlock-Horror-Insider-Scoop episode 34: Hammerman +
Zabrich = Uber-Insanity?

welcome to another edition of Schlock Horror Insider Scoop,
the only online newszine that finds all the latest and
juiciest rumorware about the schlocky films you love and jams
it right into your skull. Well, into your News reader anyways.

So, what have we got this week? well ... file this under the
"so weird it just has to be true" department, but we got some
insider info about the new project from once-great schlock
director Henry Hammerman. I'm sure everyone remembers his last
couple of lacklustre flicks which many of you nominated in my
big Halloween poll for the "Biggest Suckage of the last year."

well, how do you follow up a couple of MST3K-worthy clunkers?
well if you're Hammerman, apparently the answer is to not only
shift from horror into the world of Conspiracy Thrillers, but
to do so with a film based on a supposedly real-world prophecy
about the end of the world. Confused? well, so are we really
... But our sources tell us that right now Hammerman is
scouting locations in Arkham, a small Massachusetts college
town not far from the infamous Salem, MA. You know, of witch
Trials and Bewitched fame? So, I guess that's got to be good
for some spooky-ness potential.

If Conspiracy is your game - and in particular if you have
ever read anything from oddball author Ernst Zabrich (we know
there must be, like, two of you out there who have) - this
upcoming film sounds like it will be for you ... assuming it
gets made and released before the world ends. :-).

Moving on ... a lot of people wrote in to ask for more
information on rumors of another film in the Jeremiah Orne

The Past Is Doomed Handout #10: Email from Glenda

From: 712333.1575@compuserve.com
Message-Id: <9Xvxabcd11931@compuserve.com>
To: ab40119@aol.com (Hal's Esoterica)
Subject: You Are Failure
Status: RO

Hal,

You were late again with the last batch of books -
Hammerman and I cannot tolerate such insubordination
from one of our servants. But, at least, the
volume was of high quality and contained some
descriptions of use to our workings. So, there is
still chance that we will still be willing to
share with you some of our secret knowledge. You
have already seen some of the hidden things we
know. Do not fail us, and you will know much more.

We have new task for you, as well as the searching
for books of power. We want you to keep an eye
peeled for a man who we think is a bad man who
wants to stop our working. His name is Ernst
Zabrich. I am attach a photo of him to this email.
If you see this man, if he comes into the shop,
you MUST detain him. This is vital.

You will know Zabrich as an enemy, for his
knowledge is too great for both his and our good.
Do not hesitate to do what you must.

G.
--
All emails remain property of Compuserve, Inc.

NOTED SOCIOLOGIST MISSING IN ARKHAM

■ Hotel Room Abandoned ■ Police Search Underway

By Sandra Deegan, Staff Reporter

Arkham, November 10: Famous Sociologist and expert in modern history, Doctor Ernst Zabrich, has been reported missing after failing to collect his belongings from the Arkham Hotel yesterday. The Doctor has not been seen since he left the Miskatonic University on the afternoon of November 7th, where he had been researching his latest book.

Inspector French of the Arkham Police has denied any links between the Doctor's disappearance and the recent destruction of the warehouse in New Jersey carrying the complete stocks of his latest book. A search is being undertaken, but the Inspector is not yet alarmed. "He may have absent-mindedly left for other engagements. We are currently making enquiries before we press the panic button."

The Doctor's latest book, *Chronicles of a World Gone Mad*, is said by many to have distinct occult leanings, and shows disturbing signs that the Doctor may have seen the last of his days as a respected member of academia.

Arkham Police Hotlines
(978) 271-0109
Missing Persons
(978) 271-0100
General Enquiries



AUTHOR ERNST ZABRICH, MISSING SINCE NOV 7.
courtesy Grommet & Dewflap Publishers.

For years toted hospit with a make

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Sick of Dull Flavorless Pizza?

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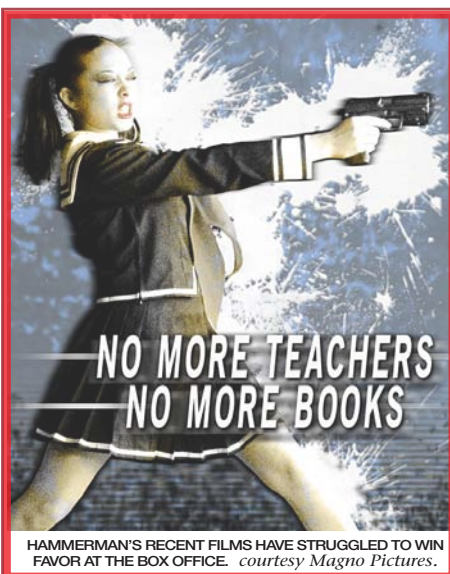
books. And what better than having a revolutionary at its head?" company President Luciano Benetton told Reuters. ■

Bowie said he is living clean these days. "I'm drug-free, alcohol-free. Everything except cigarettes. ■

the Ari the los Newb easily

HOLLYWOOD COMES TO ARKHAM

Arkham, August 18: Fall is always a bit of a crazy time in our fair town, but this year the full-on professional crazies will be invading. Yes, that's right ... Hollywood will be paying a visit to Arkham, in the form of a film shoot for an action thriller being made by independent studio Magno Pictures.



The film, which will be called "World Gone Mad" will be made entirely in Arkham, with the majority of the shoot taking place on a purpose-built soundstage in the leafy Western outskirts of town. But the film's director – the somewhat notorious Henry Hammerman – said that it is not unlikely that

Arkham residents will see a few crews out on location in city streets, "capturing some of the bewitching and filmic atmosphere" of our city. Well, at least he didn't say "quaint."

Hammerman's last several movies have been big-budget flops which nevertheless have attracted an underground cult following. He was in town this week surveying the old property he plans to convert into a temporary studio. We asked him what film-goers can expect from his latest project. "In the TV world, people right now are going nuts over The X-Files ... when it comes to conspiracy thrillers, this new film is going to outshine X-Files, and everything that has come before it. We've optioned a book that reveals an honest-to-God real-world conspiracy, and we've woven an exciting story around that. It's going to be incredible."

Preparations for the film shoot will begin in coming weeks, ahead of actual filming which won't begin until December. We hope that, even under snow, Arkham's buildings can exude the "filmic atmosphere" that Hammerman is after. ■

Sandra Deegan, Staff Reporter

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PIZZA RESTAURANT



21 percent of 100 executives
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Sign-Ups are up 43 percent in
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 anager Susan Olson.

Enrollment in fitness classes is
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People with disabilities are ex-
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Part time position available
 working Sunday & Monday
 6.00 am-10.00am, Tuesday
 2.30-11.00pm. Must have
 6 months previous experi-
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Local Pizza Company needs
 10 people to make, bake
 and package pizza crusts.
 Work 4 days/10 hours.

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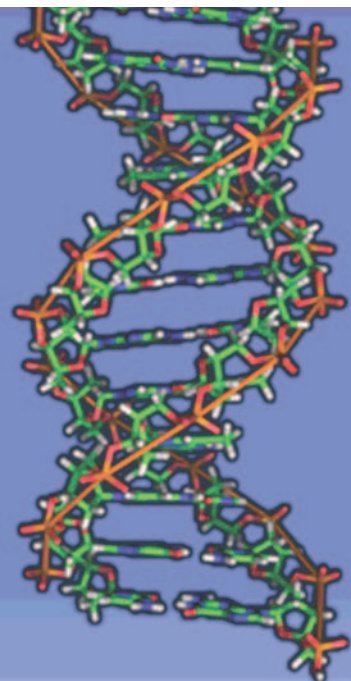
Days	1PM-5PM
Nights	1AM-5AM
Early Evenings	2PM-8PM
Weekends	1AM-5AM

- ★ Starting Wage \$5.50 per/hour
- ★ Will train
- ★ Must be 21 Years Old
- ★ Good General Health Required
- ★ Must pass genetic & criminal back-
ground test to submit application
- ★ Livestock experience well regarded

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The Past Is Doomed Handout #3: Dust Jacket (55% full-scale)



DR. ERNST ZABRICH was born and educated in his native Hungary. For ten years, he served as a distinguished academic and teacher at Boston University.

Since retirement, Dr. Zabrich's interests have broadened to include studies in the esoteric and psychological fields.

Dr. Zabrich's previous books include *Power and Poverty, Ideologies in Conflict* and the recent *Dark Probability*.

Dr. Zabrich currently lives in Upstate New York.



Grommet & Dewflap
Publishing
New York

"The past is doomed . . . not through our own mismanagement of the planet, but through the acts of forces which remain unseen to most."

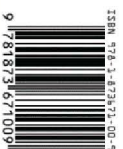
"It is not through overt actions that these forces plan to overthrow our dominion, but by a persistent and covert wearing away of our society's basic fabric."

"Through social upheaval, disease, warfare and crime the toll taken on humanity is great, and the unseen powers — that dwarf humankind — look on with glee at the misery they will cause."

"We are being softened up . . . ahead of the final blow. And when it comes, we will no longer rule."

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Las Vegas, NV



CHRONICLES OF A WORLD GONE MAD

ERNST ZABRICH



CHRONICLES OF A WORLD GONE MAD



Dr. Ernest Zabrich
Author of Ideologies in Conflict, Dark Probability

The Late Twentieth century is a catalogue of:

- * murder,
- * anguish,
- * conflict, and
- * mayhem.

Western Society appears to be losing its grip on the hearts and minds of its people.

But, what if this is not the result of mere social breakdown? What if there is something more sinister involved?



In this alarming book, Dr. Ernst Zabrich, noted historian and sociologist, examines the evidence for a conspiracy against the people of not only the great nations, but all society.

A conspiracy that is of global and ultimately supernatural proportions.



Editorial

"The Cat Ate My New Book"

Something that, I believe, increasingly strains credulity is the way that publishers try to justify delays in their release schedule. Gone are the days where a company will out-and-out say that the reason they missed their stated release date — and incidentally cost everyone in the supply chain dollars — was due to something *they* did wrong. Instead, these days there is an increasing trend towards publishers pointing the finger for missed release dates at . . . well, pretty much anybody but themselves.

Perhaps the most ridiculous case we have seen, and the one which prompted this editorial column, is the ever-shifting release date for specialty publisher Grommet & Dewflap's promised title *Chronicles of a World Gone Mad*. The industry first heard about this book, penned by sociologist-turned-occult writer Ernst Zabrich, back in January. The release date back then was April 11. Then, just weeks before that date G&D issued a bizarrely-worded press-release saying that "due to a change in the regime of the South-East Asian country where our book was to be printed, we must regrettably push back our release of Dr Zabrich's ground-breaking book." The release date was then announced to be August 30.

On August 24 — a mere week before the scheduled release — the publisher again had to come back to the industry cap-in-hand to report that they wouldn't be able to release *Chronicles* on the advertised date. The reason this time? Apparently a warehouse fire in New Jersey had destroyed the entire stock of the first printing run. Every. Last. Book. A new release date was announced: sometime in December.

Just yesterday, Grommet & Dewflap again published a press-release about Zabrich's upcoming book. Although light-on for details as to the reasons behind it, the notice quotes a delay to the release of *Chronicles of a World Gone Mad* of "a considerable amount of time." (We know more about the circumstances leading up to this release, but our lawyers suggested we remain silent — believe us, it adds nothing to G&D's credibility).

Seriously, people. Do you really expect the industry to believe such hogwash? How about taking the bold move of actually taking responsibility for your own scheduling and supply-chain mess-ups? Or maybe owning up when your writers or outsourced production staff turn out to be flakes?

Now, that's the kind of "old-fashioned" business know-how that would actually earn some respect in this cynical-as-all-hell modern industry.

A company that seems to, at least partially, agree with these sentiments is European academic press Sprinkmann-Verschloss. With twelve of their end-of-year titles having their release pushed

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There are two problems with the rest of the book, and their names are Leisha Cambden and Jennifer Sharifi. Leisha is the main character, theoretically the protagonist, though she does not do much protagonizing. Although seeing the world through Leisha's Sleepless yet compassionate eyes is interesting, Leisha as a person is rather dull and credulous. She talks a lot about Yagaiism and contracts and eponymous Spanish beggars, and once in a while she kidnaps abused Sleepless children. Most of her actions, however, like the creation of the Susan Bell Foundation, take place offstage. Plenty of characters around Leisha—Richard, Alice, Jordan, Drew—are doing things; Leisha just seems to sit around lamenting the fact that people are short-sighted and judgemental. She's a bit of a downer.

Jennifer Sharifi, on the other hand, is much more interesting but, again, doesn't quite work as a character. One of the two characters who come as close to antagonists as this book has, Jennifer is an ultra-cool Sleepless who pursues rationality and pragmatism to the point of irrationality. She is convinced the only route for Sleepless survival is voluntary exile: first to an orbital habitat, then out into space completely. All her energy is directed toward these efforts, laying the groundwork for the secession of the Sleepless Sanctuary from the United States. She continues to tinker with the genes of Sanctuary's children, creating a new generation of "Supers," Sleepless whose neurological functions are hyper-accelerated—at the price of a loss of motor control that manifests as twitches and stuttering. Oh, and she stacks Sanctuary's ruling council with her own family members and viciously suppresses any dissent.

Jennifer is a caricature of an ultra-

have done with a much lighter touch. Just thinking of all the times the characters referred to "beggars" or "beggars in Spain," as if Kress was not confident we would make the connection between the philosophy and the book's title, makes me wince. I appreciate subtlety, and I notice its absence. While seldom enough to ruin a book for me—especially one as admittedly thoughtful and intriguing as this—it does detract from my enjoyment. Books are my drug of choice, and *Beggars in Spain* left me unsatisfied. BB. ■

LOOK TO THE FUTURE



SELF-HELP IS CHANGING THE WORLD

Did You Know that Self-Help books are the fastest growing* sector in the Modern American book market?

At Grommet & Dewflap, we publish several different successful lines of Self-Help books, ranging from the

program goes forward, Southern State inmates would produce the habitats.

Fire Engulfs Para. Warehouse

By Kinga Borondy
STAR-LEDGER STAFF

Paramus, NJ – A massive fire ripped through a warehouse on the outskirts of Paramus overnight, one of several properties in “Publisher’s Row,” a stretch of 14 large warehouse complexes used exclusively for paper goods.

Crews took more than ten hours to calm the flames, but even now the site still smolders with smoke from 300,000 square feet of charred embers.

Fire officials say that the blaze was so large that flames could be seen up to a dozen miles away. Shooting flames and loud explosions from the building woke people in the neighborhood.

During the long battle against the fire, crews at one point feared that the fire would spread to adjacent warehouse properties. Thankfully due to their actions, this was avoided and no other property was damaged.

The manager of the razed warehouse was unavailable for comment, but it is believed that the paper goods destroyed were stock stored on behalf of several large book and greeting card companies from the New Jersey and New York area. It is believed that upwards of \$20 million in stock was destroyed in the fire.

Fire Chief, Chad Flowers said today that the warehouse burned with an “unusual ferocity,” and speculated that he would not be surprised if some form of accelerant played a part in the rapid spread of the flames.

Authorities have yet to identify the cause of the warehouse fire, investigators still unable to safely enter the smoldering ruin. Chief Flowers did not rule out the possibility that the fire was deliberately lit.

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“The ladies will not have to wait to go to the bathroom in my theatre.” J

Fire Destroys Pittsford House

Police and Fire Crews were called around 2 A.M. this morning to attend a house fire on Knobb Hill Drive in Pittsford. By the time they arrived, the property was fully ablaze, and despite fervent efforts by Fire Department officers, virtually the entire structure was reduced to cinders.

Initial inspections suggest the fire was the result of a gas explosion, possibly the result of the owner having forgotten to properly isolate the house’s gas main before leaving on an extended holiday.

Nobody was present within the house at the time of the fire, and authorities have yet to make contact with the owner of the house.

Cornell Student

The Past Is Doomed Handout #7: Newspaper Clipping
Rochester Democrat and Chronicle, November 2

The Past Is Doomed Handout #5: Newspaper Clipping
New Jersey Star-Ledger, August 24

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portant and model corporate citizen.
The city's major institutions have long been supported by donations from the company and the Eastman family, from the Rochester Philharmonic Orchestra and the Eastman School of Music to the University of Rochester Medical School and Hospital. Beyond that, people for generations have grown up with the belief that a job at Kodak is a job for life.

But Kodak started going through profound changes beginning in the

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**Are you a candidate
for professional
money management?**

If you answer YES to any of these six ques

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He joins a long list of people blessed with a piece of immortality through roadway namings, a tradition that has shed glory on such

save street names for great heroes who are dead," said Richard Sachs, a member of Board 5, adding that on East 26th Street, "even Herman Melville only has a plaque."

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Publisher Raided In Anti-Militia Probe

No

A force of approximately 20 F.B.I. agents conducted a surprise morning raid yesterday on the offices of small-scale publisher, Grommet and Dewflap. The raid took place at the publisher's suites of offices, located on West 20th Street, shortly before 9:30AM as staff were arriving for work.

Eyewitnesses confirm that none of the personnel present offered any resistance when Federal agents presented a court order authorizing an unencumbered search of the offices. A short time later, many members of the large F.B.I. party were seen leaving the premises of Grommet and Dewflap carrying file boxes and personal computers. An hour later the offices were entirely vacant, staff having been told to go home.

Neither the publishers nor the Federal authorities have issued a formal statement regarding the lightning raid. When questioned by the *Times*, the F.B.I. media liaison office said only that the actions had been taken based on credible intelligence linking Grommet and Dewflap with "an unspecified Right-wing militia group."

Grommet and Dewflap primarily publish cross-over science and spirituality books, including the successful "Complete Paranoid's Guide to ..." line of self-help guides. There has been no prior public information linking the company or any of its executive personnel with militia organizations. Several groups have already condemned the low-key "clandestine" raid, including the Electronic Frontier Foundation.

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(323) 575-8000

Doctor Zarich,

I am sure I need no introduction - without doubt you would be aware of the long list of Hollywood big-budget Horror properties that carry my directorial mark, and the enormous box office success that they have had. If not, just go down to your local video store and you'll quickly find the prominent place that my horror and thriller titles have gained over the last few years.

Recently I got contacted by your publishing company, Grommet and Drewflap, asking if I was on the lookout for material for my next film. They specifically mentioned a bit about your book "World Gone Mad", suggesting that maybe its offbeat conspiracy theory might be the sort of thing I am after.

I won't lie to you - as a rule I never work with pre-written material from published books, and certainly don't adapt non-fiction works. So my first intuition was to throw your publisher's letter in the trash ... but then I thought about it a bit more.

Right now I am close to beginning a project to create what will become the high-watermark in Conspiracy/Thriller franchises. I already have a script in final draft, but there's some loose ends and scratchy bits in the backstory that maybe could benefit from the sort of high-falutin' apocalyptic vision that your book sounds like it has in spades.

So, because there is a (probably very slight) chance that perhaps your book might be a useful basis for my upcoming project, I would be happy for you to send a pre-release copy to my office in Beverly Hills. Because your books have no prior exposure in the film market, I would think that T's&C's for an optioning contract probably wouldn't include much money for you. But I figure you'd probably be eager just to get your name up in the credit rolls on the silver screen.

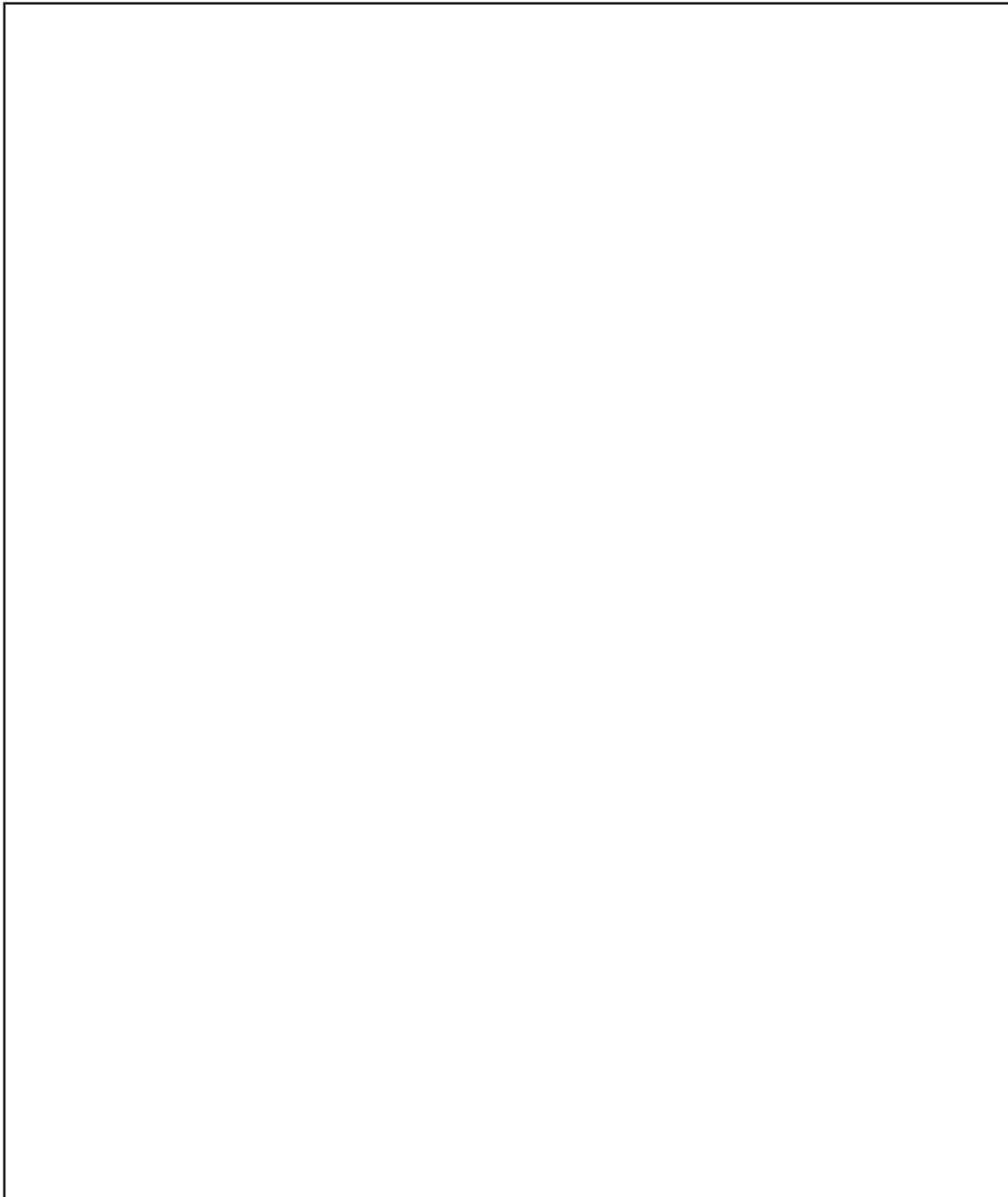
My office address is in the letterhead.

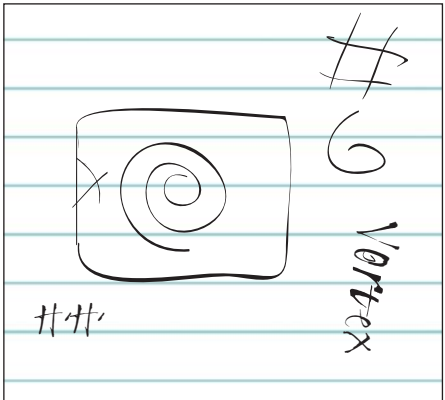
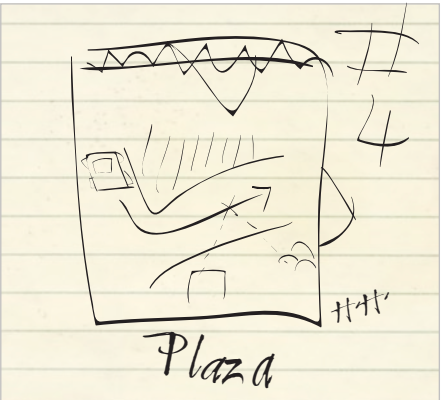
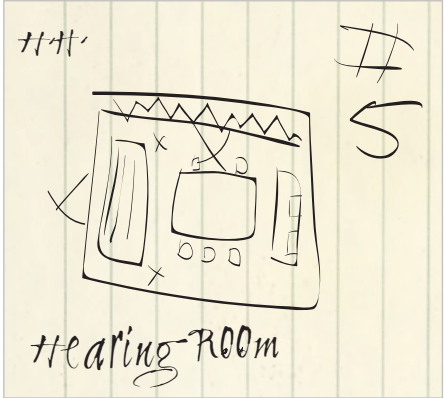
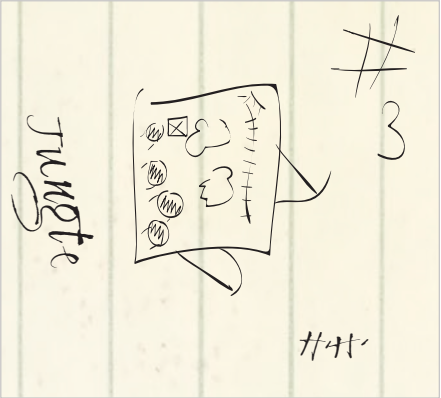
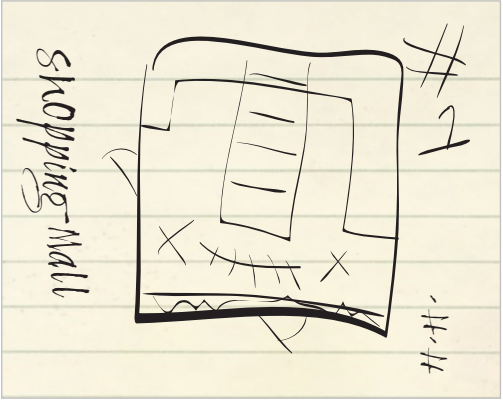
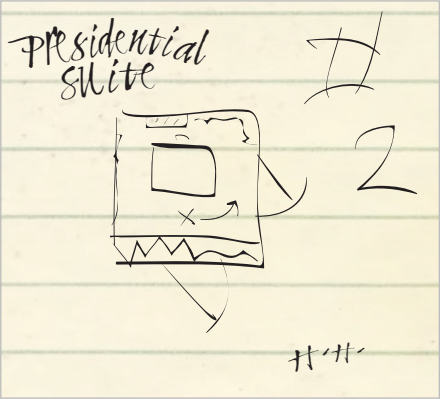
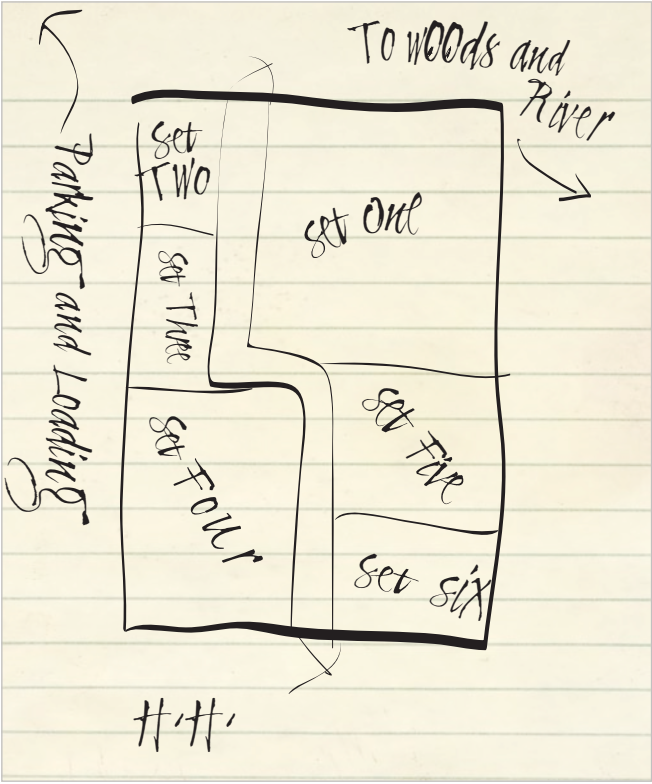

Henry Hammerman

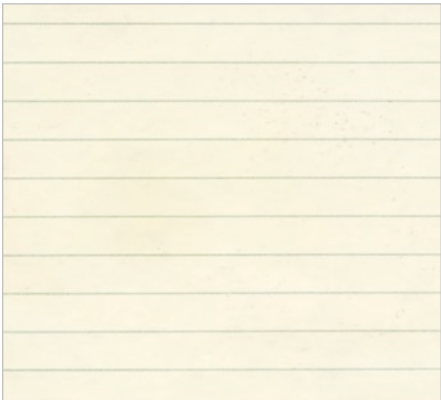
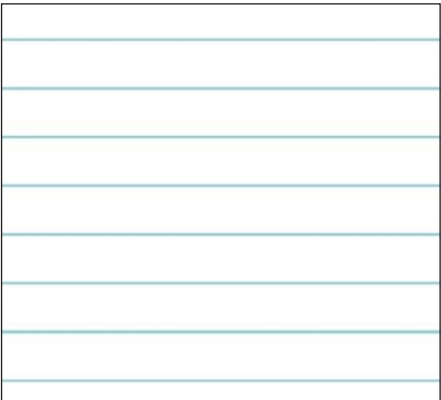
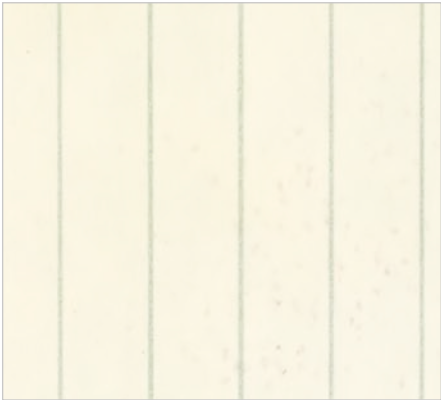
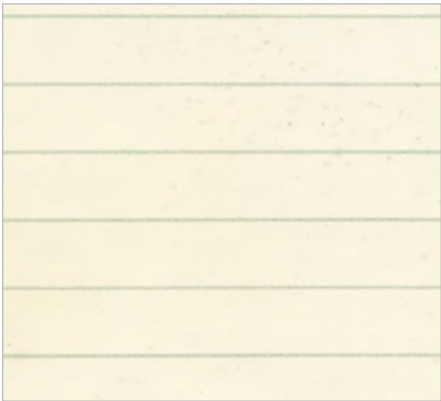
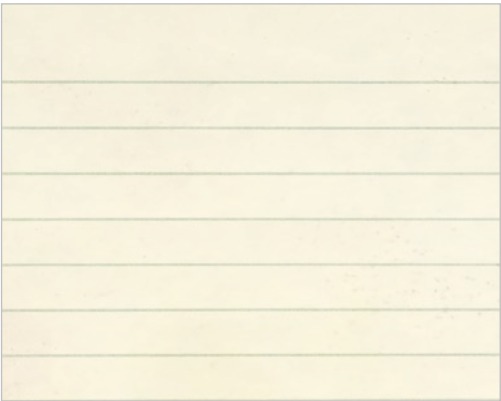
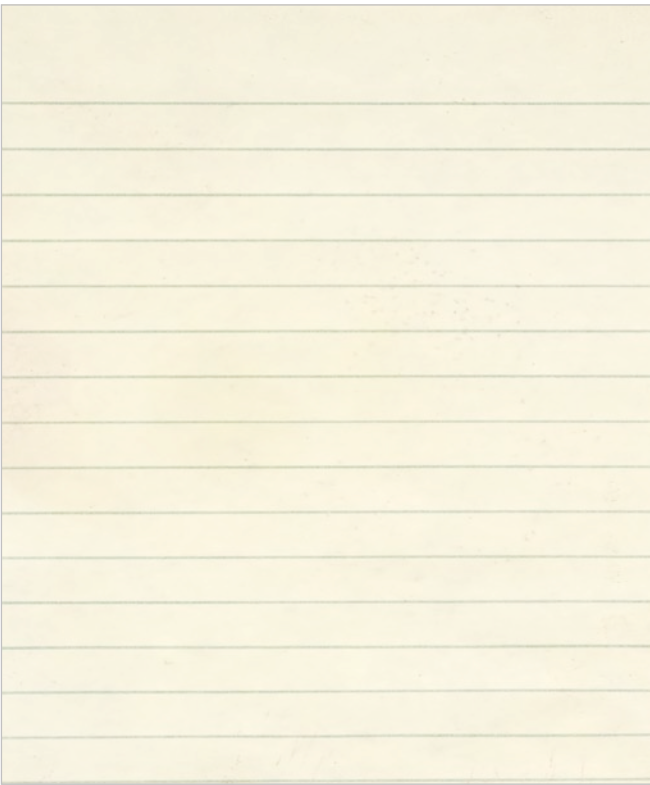
PS: I will be entering a rewrite for my conspiracy script early next week, so it'd be helpful to have your book by then. Please don't delay in sending it.



DOES MENTAL ILLNES REALLY EXI







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