

C A L L O F C T H U L H U

The Arkham Gazette

Issue 1

Arkham

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Issue 1

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by

'ALEOLEX' Reports of Delusions of an Invisible Monster

L. T. BARKER The Case of the Missing Manhole Covers

EVAN VAN ELKINS Arkham Curios

DEAN ENGELHARDT Annotated List of Arkham Scenarios

CHRIS HUTH Altercation on West Armitage Street, Arkham Curios

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No Zoogs were harmed in the creation of this issue, though my cats tried their damndest.

For Lynn and for Keith, as ever



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Why yes, I am using Cristoforo, an expanded version of the Columbus font developed by Thomas Phinney.

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SUBMISSION GUIDELINES

The Arkham Gazette is a publication of Sentinel Hill Press and welcomes submissions. The focus of the Gazette is Lovecraft Country and submissions should have a strong connection to that fictive region and the real-world history and locations that informs it. It is recommended that writers be familiar with Lovecraft Country as it has been established in works like Arkham Unveiled. While consistency is the hobgoblin of small minds, we like those little 1 HD monsters; submissions that expand and improve Lovecraft Country rather than rewriting or reinventing it are more likely to be published. For more information see:

sentinelhillpress.wordpress.com/submissions/

Submissions should be sent to ArkhamGazetteMagazine@gmail.com with words "Arkham Gazette Submission" in the subject line.

Welcome to the first regular issue of the *Arkham Gazette*, a periodical dedicated to Lovecraft Country. In this issue we turn our attention to "witch-haunted" Arkham itself.

In this issue (originally published in 2013, those significantly revised and expanded 2016 marked †) we cover the following:

- † Locations in Greater Arkham
- The Gladding School
- † *Thaumaturgical Prodigies in the New-English Canaan*
- Arkham's Boundary Markers
- The Case of the Missing Manhole Covers
- Reports of Delusions of an Invisible Monster
- † Scenario — "The Bosworth House"
- † Annotated list of Arkham Scenarios

We have also added three new articles:

- Altercation on West Armitage Street
- Arkham's Diners
- Arkham's Curios

Feedback on the Arkham Gazette is most welcome, either via email to arkhamgazettemagazine@gmail.com, our website at sentinelhillpress.wordpress.com, or on our sporadically maintained social media accounts. In addition to your thoughts on this issue, we would also very much like to hear from our readers about the sort of topics they would like to see covered in future issues. Submissions too are always most welcome. Ultimately, there is no *Gazette* without you.

Finally I want to take a moment to thank our contributors to the original version of this issue — 'Alealex,' L.T. Barker, Dean Engelhardt, Chris Huth, and Ben Wenham. Additionally I would like to thank Tyler Hudak for providing our 7th edition *Call of Cthulhu* conversion notes and help with his proofreading, Dr. Charles Gerard for his help with research on diners, Jef Wilkins for his maps of Arkham's diners, and Ian Maclean for his fine illustrations. I would like to thank our many Kickstarter backers who made this revised and expanded version of issue #1 possible. Owed thanks as well are all of our Patreon backers who generously help defray the costs of research that we hope is the hallmark of Sentinel Hill Press, and we want to thank Adam Alexander for his particular generosity.

Welcome (once again) to Arkham!

Bret Kramer

Deep Background

Locations in Greater Arkham

by Bret Kramer

Although Arkham is very thoroughly described in *H.P. Lovecraft's Arkham*, over the years, various scenario authors have added to it with their own creations, including some that we feel might be of use beyond their scenarios of origin. What follows is a compilation of these places noting their scenario and book of origin along with brief descriptions of the locales; by necessity these descriptions reveal some information about their scenarios of origin; we have attempted to not wholly spoil the mysteries of these scenarios however. For the convenience of future scenario writers, we have assigned them Arkham location numbers along the lines of the system presented in *H.P. Lovecraft's Arkham*.

The Aylesbury Hill Graveyard (A1016)

Cooper's Road, just off the Aylesbury Pike

Source: "Gate from the Past," *The Asylum and Other Tales* (p. 70) by John Scott Clegg. See box for details

Established in 1684 when Arkham was still known as 'the Salem Misqitonick Plantation,' Aylesbury Hill Graveyard is a mostly forgotten burial ground on the outskirts of Arkham, just south of the Aylesbury Pike near Billington's Wood.

Originally called the Cooper's Hill Burying Ground (then later 'the West Burying Ground' or 'the Baptist Graveyard'), the small cemetery contains the mortal remains of some of Arkham's earliest citizens. The construction of a new meeting house (in 1687) at what is now the intersection of Church and Garrison streets and the loss of the Cooper garrison house (located near the summit of Cooper's Hill) in 1690, the center of Arkham moved eastward and the graveyard fell into disuse. Later, Arkham's small Baptist community made use of this graveyard as they were not permitted to conduct funeral services or burials in any of Arkham's other graveyards, at least until Christchurch Cemetery (A917) was established in 1858. In the decades since then, infrequent internments have been made in the remaining family plots and, occasionally, by a the few residents of nearby farms.

The graveyard itself is enclosed by a low 3' fieldstone wall, with a plain wrought-iron gate permitting entrance off the gravel road leading from the Pike. The grounds are maintained by the city of Arkham with weekly visits by a grounds-keeper; formerly a fulltime grounds-keeper was

employed but after his death in 1923, the city took over that role, as during his tenure the grounds fell into very poor repair.

There are around two-hundred gravestones extant today, mostly slate, with a small number of family monuments, two mausoleums, and a simple granite receiving vault (erected 1866) near the entrance. An oft-repaired groundskeeper's shack, now used solely for tool storage, is located just outside the wall on the north side, concealed by a screen of small trees. While upkeep is generally good and the grounds are kept clear of overgrowth, it is a lonely place, only rarely visited by families or curious antiquarians, genealogists, and students of early Arkham history.

According to folklorists, Aylesbury Hill (originally called Sackompskit Hill — "the hill of dark earth" —

A SHORT HISTORY OF THE AYLESBURY HILL GRAVEYARD

In Clegg's scenario, published in 1983, the graveyard he likely used is what is later called "The Old Wooded Graveyard" in *Arkham Unveiled*, originally described in Lovecraft's story "The Unnamable." Throughout the scenario it is referred to as 'the Aylesbury Street graveyard.' Matthew J. Costello's solo scenario "The Thing in the Darkness" (published the next year in *The Fantasy Gamer* #3) included an "Aylesbury Hill Graveyard" (though a map in the scenario curiously indicates the hill is to the east of Bad Water Road aka Hill Street), which requires an automobile to visit. Richard Lanius sets portions of his scenario "The Season of the Witch" (from *The Dreamlands/H.P. Lovecraft's Dreamlands* (vers. 1-3 & 5) in "the Aylesbury Hill Graveyard" which is generally described as somewhere to the west of Arkham.

Our description of the location attempts to use the details from these early Lovecraft Country scenarios and harmonize them with Keith Herber's vision of the town. While Herber omitted any mention of an Aylesbury Road (or Hill) Graveyard, he does mention "Bad Water Road," from Costello's scenario, as an older name for Hill Street on the outskirts of Arkham near to the Old Wooded Graveyard.

by the Misqat, then Cooper's Hill after an early settler, then later Aylesbury Hill after the establishment of the Aylesbury Pike) was said by the natives to be the place where the god Hobamock had buried a shaman inside a basket filled with snakes after the shaman attempted to trick the god into eating a poisoned meal. Like many other places in Arkham, Aylesbury Hill was also alleged to be a gathering place for the town's witches.



The Bass Estate and Private Zoo (A1017)

18 Jameson Road

"The Devourer," *Lurking Fears* (p. 116) by Michael Szymanski

Built in 1868 by Walter Bass Sr., then owner of the Bass fulling and textile mills, the Bass Estate is a Greek Revival style mansion built at great expense along the south shore of the Miskatonic River, slightly off Jameson Road.

Walter Bass Jr., his son, was an eccentric with little interest in his father's businesses. He squandered most of the family fortune on his hobbies, not the least of which was an interest in exploration and exotic animals. He had a private zoo constructed on the grounds of the estate, between the house and the Miskatonic River. The zoo, which included a reptile exhibit, an aviary, a great cats cage, an elephant house, and a substantial aquarium, was dedicated to exhibiting the rarest and most dangerous creatures Bass' hired hunters could capture.

In 1897 both the younger Bass and his wife disappeared without a trace. After a lengthy police investigation, which could find no sign of the couple or prove that foul play was involved, the estate passed to the couple's five adult children. As their parents had died intestate, there was no provision made for the inheritance of the house and it became the focus of intense legal dispute between them. For three decades now the Bass heirs (and their descendants) have feuded over the property. Because of this, little, if any,

upkeep of the property has been performed, causing the estate to fall into grave disrepair. Unsubstantiated stories of animals left to starve in their cages circulated in Arkham in the years immediately after. There are (bogus) rumors among Arkhamites that the old house and its grounds are haunted, either by the missing Mr. and Mrs. Bass, their neglected animals, or a young child who died exploring the rotted mansion.

Today the estate stands empty, though not entirely unused. In a seriously dilapidated state, the house and its empty, eerie zoo are frequented by Miskatonic University students (and sometimes younger people) seeking a thrill or a quiet place for some romance; more nefarious uses are also possible considering the place's relative isolation. Unfortunately, due to the poor condition of the structure, it is likely beyond any repair and is in danger of partial collapse. Several small outbuildings have already fallen.

Considering the condition of the estate and the continuing refusal of any of Bass' heirs to settle, there has been some discussion among Arkham officials of the city seizing the property via eminent domain and demolishing it as a hazard, but this will have to wait until after the pending mayoral election. Until that time, the Bass Estate remains an attractive nuisance to the curious and reckless.

Folger's Boarding House aka "The Curse House" (A140)

119 Jenkin Street

"Season of the Witch," *H.P. Lovecraft's Dreamland* (p. 83) by Richard T. Launius

A somewhat ominous looking, but otherwise unremarkable, three-story house in the shadow of the Tower Professional building (A118), the antique Folger Boarding House huddles between two fine, if aging, Georgian Homes on Jenkin Street. Today it serves as a boarding house for students at Miskatonic University and working-class immigrants without the resources to live somewhere nicer. The rooms are simple affairs, with a shared cold bath on each floor. Pests, often rats, but various insects at times, have bedeviled the residents of the house and the building's superintendent Mr. Oleg Dombrowski either cannot, or will not, resolve the issue. Breakfast and dinner is provided by Carlotta Dombrowski, the widowed niece of Mr. Dombrowski, who favors whatever fare can be prepared in large batches, preferably by boiling. She also takes in laundry and offers a limited maid service, for a slight fee.

Students of Arkham's darker history will note that this house (built in 1689; significantly remodeled several times since) is not only one of Arkham's oldest houses north of the Miskatonic but was originally the Payne farmstead. One of its earliest residents, Hesper Payne, was executed for witchcraft in 1692. According to some accounts she placed a curse on the house just before she was hanged, though the nature of the curse and its target varies in the

telling. Among a select few, there is a certain occult cachet to living here; for others the proximity to the Desolate Highway Café (A131) is a draw. For most, the low rent monthly rent of \$65 (\$60 on the cramped top floor) is the primary appeal.



Imperial Theater (A723)

348 French Hill Street

“Dark Rivals,” *Dead Reckonings* (p. 37) by J. Todd Kingrea

Constructed in 1872, the Imperial began its life as a vaudeville theater, primarily catering to the immigrant residents of the French Hill neighborhood. The theater replaced live performance with films in 1916, but it could not compete with the larger Manley or Amherst Theaters; a fire in the projection room helped spur its closure in 1924. The Arkham witch coven has been making use of its now-dark stage for the past several years for some of their minor rituals. Investigators attempting to discover who owns the property can, with an *Accounting* roll, determine that the theater is owned currently by Whipple, Craft, & Collins, a property holding company based in Boston. A further *Library Use* roll reveals that the majority stockholder of that shell company is Arkham native (and secret coven member) Edwin White Perkins III (A1007).

The theater was built in imitation of the Rocco style (modeled after Vienna’s Schönbrunn Palace). Years of neglect have done much to dim its former beauty. The paint, what has not already peeled, off, is soot-stained. Mobs of pigeons have turned the uneven exterior into their private rookery and local children have busied themselves in breaking its windows. The Arkham Chamber of Commerce and the Arkham Historical Society have held informal talks about either having the theater restored or demolished, though the coven has so far been able to delay any move so as to protect this auxiliary ritual site.

Note: A map of the theater appears on page 39 of *Dead Reckonings*.

Miller's (A451)

177 West Main Street

“Consumption,” *Island of Ignorance* (p. 43-44) by Brian Sammons

Arkham’s well-to-do, when not wishing to bother to go to Boston for their luxury furnishings, decorations, and miscellaneous personal items, shop at Miller’s. Located between a tobacconist and (much to owner Stephen Miller’s quiet horror) Kroger’s grocery, the richly decorated store does not advertise but prefers to work solely by word of mouth among its toney clientele. The store sells a hodge-podge of household goods — including small pieces of hand-crafted furniture, fine china, cutlery, heirloom clocks, Persian rugs, touring luggage, and a selection of hand-made Italian leather goods like shoes and gloves. Much of the inventory is imported and all of it costs markedly more than similar items do at other stores in Arkham, though the difference in quality is usually not nearly as pronounced.

The store is a popular destination for Arkham’s well-to-do as a source of wedding presents. Mr. Miller also has close ties to such Arkham mainstays of Arkham’s upper class as the Hotel Miskatonic (A626), the Miskatonic Club (A803), and the Timbleton Arms (A805); all of which he has had a hand in selecting their furnishings and elements of the décor. Miller is a member of the Miskatonic Club and knows well the names and faces of other members, as they guarantee his livelihood. He is contemplating relocating somewhere in Arkham’s ‘Uptown’ neighborhood as Miller fears the proximity to so many pedestrian shops (in addition to the Kroger’s, there is an Esso Station and a Woolworth’s nearby) might tarnish his selective reputation.

Investigators who fail to present themselves as in the refined manner befitting a Miller’s customer (usually a *Credit Rating* 40%+) will be coolly, but politely, directed to a more... appropriate shop. Gleason’s (A426), for example, often offers discounted sales if you are willing to root about a little...

The Sons of Tipperary (A725)

583-B East Church Street

“The Little People,” *5th Edition Keeper’s Kit* (1992) by Keith Herber

A social club for Arkham’s Irish residents, the Sons of Tipperary occupies several small rooms above Rowan’s Cobbler Shop on East Church Street between French Hill and Sentinel Streets. The club is members only, with membership being restricted to adult males of Irish descent... preferably Arkham natives, but quiet men with an Irish surname are generally welcome so long as they do not cause any trouble. While guests are officially allowed (men only), non-whites and Italians will almost certainly create a stir, at best, among the regulars, and will likely cause the whole party to be asked to leave. Buying a round of drinks for the gathered members is likelier to smooth ruffled feathers than arguing that a Spaniard is, in fact, not an Italian, for example.

The main room is used for card playing, darts, socializing, smoking, and drinking... and with enough drinking, singing. Small-stakes betting is de rigeur, for both cards and darts, but any pots larger than a few dollars will invited gawkers and a polite talking to later by one of the club’s officers. On one side of the room is a small bar, over which hangs a battered flag of the Massachusetts’ 9th Volunteer Infantry and a much newer Irish Tricolour. A large RCA Radiola sits at one end of the bar and, as available, loudly broadcasts sporting events. There are three side rooms — one for snooker (and sometimes private conversations), a store room which also serves as an office and as a makeshift kitchen, and a bathroom. Beer and hard liquor is served to patrons and, time permitting, sandwiches, roast nuts, and other simple fare can be had.

The club is administered by an elected committee; Mr. Rowan has served as treasurer since 1911, but most of the positions bear little actual responsibility beyond making toasts and bi-monthly meetings. Drinks are served by a small rotating staff of members who are paid a small fee, while security is guaranteed by several regulars who are also members of the Southside Gym (A716) — *Fist* 70%+, 1d3+1d4 points of damage at a minimum — not to mention the presence of the O’Bannion gang. Food preparation, clearing away empty glasses, and general upkeep are performed by Mrs. Ada Thompson, age 27, and her son Beau, age 11. The unassuming pair are almost always around when the club is operating and, despite being African Americans, are unintentionally privy to almost everything said or done here, a fact that canny investigators might find quite useful.

The O’Bannion gang’s members are tolerated here, seen by some as heroes and by others as useful, but unsavory, troublemakers. O’Bannion makes sure the liquor he supplies to the club is top shelf — actually imported Canadian scotch rather than spiked and colored bathtub hooch. He’s made a point of personally delivering a bottle

of Irish whiskey to the club’s officers every St. Patrick’s Day, which helps to keep him in their good graces — their toleration of him using the side-room for meetings, running numbers and, when needed, roughing up someone who fails to pay on time.



Split Rock (A1007-A)

Meadow Hill

“A Painted Smile,” *Tales of the Miskatonic Valley* (p. 47) by Richard Watts

Split Rock is a multi-ton glacial erratic, a boulder carried here many millennia ago by the action of the glaciers during the last ice age. Made of granite, the nearly twenty-foot high stone is a short walk from Meadow Hill Road. The boulder has cracked almost perfectly in the middle, lending the stone its name, and within the crevice grows a gnarled red pine.

A *Geology* roll can confirm that the boulder is of very hard, fine-pored granite, though curious traces of an unidentifiable silvery substance can be detected around the rock’s fissure with a *Spot Hidden* roll. The nature of these silvery-seeming threads cannot be determined and they seemingly vanish under closer inspection; the substance will also be undetectable in samples taken from the larger stone.

Most natives of Arkham will have some familiarity with the legends surrounding the rock; these stories can be recalled with a *Know* roll, otherwise a *Library Use* roll can uncover the same stories. The Misqat Indians who originally lived here said that the rock was split by *Yah-heh-thant-üt* (similar to the ‘creator god’ *Kitanitowit* of the Wampanoag) who was invited to dine with a group of women who had camped here, the stone cracking under

the weight of the sky. An old children's story says that a promise made before the rock cannot be broken. Other versions claim, among other things, that laying your hand upon the stone cures warts and that if you circle it seven times it will grant a wish. During the Witch Trials in 1692, several of the accused were reported to have been seen dancing around Split Rock, though the more sinister allegations of sacrifice and murder were reserved for the nearby Dark Ravine.

St. Lucy's School for the Blind (A724)

518 Lich Street

"Darkness Illuminated," *Island of Ignorance* (p. 119-121) by Jon Hook.

Established in 1877 as St. Lucy's Asylum for the Blind, in the decades since its founding the institution has become more about education and social integration of its wards rather than the simple warehousing and caretaking for which it was originally intended. Renamed and rededicated in 1911, the facility is clean and well-run, offering a curriculum similar to the Perkin's School in Watertown. Unlike that institution, however, St. Lucy's lacks a secure financial endowment and depends greatly on charitable donations to keep up operations. The staff, including several former students, are dedicated but quietly recognize they are too few and that, unless a substantial donation or bequest is received, the school will continue to struggle.

While the school is officially operated by the Catholic Church — St. Michael's Church (A714), which is close by, St. Stanislaus (A904), and Sacred Heart (A907) recently pooled together to help fund the ongoing construction of a badly needed new addition. The school is, however, open to blind and seriously visually impaired children of all faiths. Currently about 2/3 of the students are Catholic and mostly come from Arkham's immigrant Polish and Irish communities. The director is Father Anthony Scarpetti, though he prefers to be in the classroom and leaves much of the day-to-day operations to the staff. The school also has a full-time physician, Dr. James Herrington, who spearheads the school's work in looking for a medical solution to mitigate or perhaps even some day heal their students' lost vision.

St. Lucy's students, aged 7 to 21, are, in addition to the traditional curriculum, taught how to read Braille, how to navigate with a cane, certain trade-skills not requiring eyesight, and other life-skills needed to live independently after graduation. There are usually between 20 and 30 students there at any time. The school operates a small stand at the Boston and Maine Train Station (A132), selling newspapers, magazines, and candy. It is independently run by the oldest students at the school, who spend most of their day here. Because of the school's ties to Arkham's Catholic community, Danny O'Bannion,

head of the Arkham mob, has made it clear that the stand and its students are not to be harassed or robbed. He imagines this charitable deed partially makes up for his protection racket, prostitution, gambling, and liquor sales.

The Wilcox Estate and Museum (A1018)

2316 East Washington Street

"The Trail of Yig," *Tales of the Miskatonic Valley* (p. 102) by Eric and Keith Herber

Located in the Wilcox Manor on the outskirts of Arkham near the Kingsport town line, this private museum of the unusual is dedicated to the collection and display rare, unusual, outré, and bizarre items, much in the manner of 'curiosity cabinet.' The museum's owner and sole guide is the eccentric Elihu Wilcox, age 83, who lives here with his wife Gloria, age 46; she is the third Mrs. Wilcox, to date.

The house itself was built in 1877 in the neo-Gothic style, with nine bedrooms and other rooms spread over three stories, as well as an attic and a basement. Mr. Wilcox spends his days being shuttled between the house and appointments with a host of physicians while Mrs. Wilcox spends her time shopping in Boston and New York... waiting with ever decreasing patience.

Housed in four converted rooms in the Wilcox Mansion, the museum contains a disorderly collection of artifacts from around the world — mummies, preserved animal freaks, meteorites, weapons, erotica, rare books, and statuary — purchased over five decades and at great expense. The value (and authenticity) of the collection varies greatly from piece to piece, as his taste most definitely gravitates towards the outlandish and macabre (and even at times illegal). The jumble of artifacts recalls the Cabinets of Curiosity popular in Renaissance Europe.

Investigators who are in the possession of some weird curio or strange specimen may receive a call from one of Wilcox's lawyers with an offer to purchase it. Investigators seeking to examine some artifact from the collection will first have to convince Wilcox's agents, and then the old man himself, they are worthy of the privilege. The criteria used by the reclusive octogenarian is unclear, even to his remaining employees. To those granted the honor of a tour, a select group which includes the loathsome bibliophile Stuart Portman (A804), Wilcox will happily extoll the varied histories of his weird prizes, for as long as they wish to listen or as long his various ailments permits. The disposition of Wilcox's collection will no doubt be highly contested; the future window Wilcox has already made arrangements to have the contents auctioned off as soon as her husband passes. ■



New Place

The Gladding School

by Bret Kramer

Progress is a subjective word. The 19th century saw the rise of what becomes the public health system in the United States, including the mental health system. The mentally ill, psychologically impaired, and intellectually diminished were increasingly cared for by public institutions rather than by families (or abandoned to their own devices on the fringes of the community). Unfortunately for these individuals, while the intentions of these new facilities is to heal, the limitations of medical understanding of mental illness, developmental disability, and cognitive impairment combined with the usual human frailties, resulting in warehouses of those least able to protect themselves or even places to dispose of those society viewed as defective.

History

The Gladding School (A1019) began its life in 1887 as the Arkham Feeble-minded School. The school was intended for the education and care of those deemed mentally unfit (including what is termed today mental retardation, Down's Syndrome, fetal alcohol syndrome, and the like) but still with the faculty for some independence so that they might find a productive role in society.

Initially the 'school' served as a caretaker institution, providing little more than room, board, and rudimentary medical care, with some limited vocational instruction. The school changed under the administration of Dr. Carl Gladding (1841-1912), who argued that the children housed here might be taught to cope with their disabilities or potentially even cured. The school moved from its original location on Bennet's Lane to the former Durfee estate on North Peabody Street. The school expanded; additional staff members was hired as teachers and classroom time was increased, and the facilities and grounds were improved in an attempt to create a healthful environment.

Gladding was an enthusiastic eugenicist and viewed his role at the school as a way to 'improve' society by 'fixing' those who he viewed as by their very nature defective... through education, training, and social rehabilitation, (as well as by routine sedation and sterilizations). To most in Arkham, aside from his patients, Dr. Gladding was a beacon of modern science and compassion.

Girls were first admitted starting in 1903 after the closure of the Arkham Home for Girls, after the tragic

fire there. Initially this was to be a temporary measure, but Gladding, dismissive of the former institution's primitive methods, pushed for a merger. In 1905, a popular subscription helped to fund the construction of a permanent girls' dormitory, an expansion of the original school building, and the construction of a new classroom building and clinic.

After Gladding's death in 1912 the school was renamed in his honor. He was replaced by Dr. Norman D. Kendall, Gladding's second in command. Kendall lacked Gladding's social connections and fundraising abilities and the school suffered for this. A fire in 1917 caused significant damage to Durfee Hall, necessitating expensive repairs which further undermined the school's financial health.

Early in his administration, Dr. Kendall began conducting experiments and off-the-record procedures on some of the most severely disabled students. While the details of Kendall's experiments have never been made public, they are widely believed to be linked to his sudden resignation in 1925; rumors of a grand jury investigation and the threatened loss of his medical license have never been confirmed.

The current director of the Gladding School is Dr. Leander O. Framm, a respected physician with no previous connection to the institution who was hired by the school's trustees in 1926. He has quietly worked to remove as many of the school's former staff as quickly as possible, hoping to rebuild the school's reputation and clear out any suspect hold-overs from the Kendall administration. While his intentions are admirable, this turnover has resulted in significant staffing shortages, increased class sizes, and general disorder. Framm is attempting to build bridges with Arkham's medical and philanthropic communities with mixed results.

The Gladding School Today

As of the present day, the Gladding School houses nearly 300 patients (220 male, 80 female). The bulk of the male patients are boys aged between 5 and 17, the female patients are girls 12 and older. A few patients are 18 or even 19, either awaiting transfer to an adult facility or being held indefinitely in the case of a few young mothers who have yet to deliver their children.

While most of patients do suffer from some intellectual disability, there are more than a few children



who were simply inconvenient or unwanted. With the help of an unscrupulous physician willing to declare a child mongoloid or otherwise “unfit,” these children have been consigned to the care of the school. Tragically these children, despite being otherwise physically and mentally capable, are rarely if ever released from the school; there is no mechanism to do so and the quality of care and education they receive puts them far behind their peers in the outside world. Many end up in menial jobs or on the street. Dr. Framm is aware of this problem and hoping to either provide separate education for these children, transfer them to a regular orphanage, or find placement with adoptive families, but his fear of further damaging the institution’s reputation (and exposing more than one of Arkham’s leading families to scandal) has caused him to undertake these changes extremely slowly and in secrecy.

Similarly a number of the girls housed at the school have been placed here by their families because they are having a child out of wedlock or for being caught engaged in premarital sex. These girls are examined by the school, generally diagnosed as suffering from “nymphomania due

to mental defect.” These girls are released either with the consent of their families or upon reaching majority. The infants born to these girls, especially if they were the product of miscegenation, are sometimes then placed with the school under the assumption of mental defect due to “congenital weakness.”

Facilities

The Gladding School consists of six buildings set on five acres on North Peabody Street, on the outskirts of Arkham.

- **Durfee Hall.** Formerly the Durfee Mansion, built in 1809, this three-story Federal style building houses most staff offices as well as the boys’ dormitory in the large east wing. It was extensively rebuilt after a fire in 1917, including the replacement of the roof.
- **Mowry Hall.** The girls’ dormitory; also houses their infants.
- **Morgan Hall.** Classrooms, vocational training, cafeteria, and small gymnasium.
- **Talbot Hall.** Infirmary, including quarantine wing.

ABOUT STATE SCHOOLS

"Whenever the superintendent of any state or county institution shall be of the opinion that it is for the best interest of the inmate and society that any inmate of the institution under his care should be sexually sterilized, such superintendent is hereby authorized to cause to be performed by some capable surgeon the operation of sterilization on any such inmate"

— 1925 New Hampshire Law for the sterilization of the mentally deficient

The Gladding School is based on several very real institutions in New England from this era; indeed, it is actually slightly more progressive than some of its real-world analogs. In Massachusetts there was the Fernald School (Waltham) and the Belchertown State School for the Feeble-Minded (Belchertown); in Rhode Island, the Ladd School (Exeter); in Connecticut, the Mansfield Training School (Mansfield); in New Hampshire, the Laconia State School (Laconia); in Maine, the Pownal State School (Pownal); and in Vermont, the Vermont School for the Feeble-minded (Brandon).

The quality of care at these institutions usually was far worse than the intentions of their founders. Funds often were inadequate to the number of patients cared for, leading to overcrowding, illness, and patient abuse. State Schools became the dumping grounds for all those viewed as undesirable — epileptics, schizophrenics, the autistic, abuse victims, mixed-race children, unwanted infants — creating an environment with not only an overwhelming number of patients to care for, but a chaotic mix of psychological and physical issues in which treatment was often impossible. Instead, restraints and corporal punishment were the norm. Because of the large population of vulnerable children, physical and sexual abuse was endemic. Forced sterilizations (and later lobotomies) were commonplace, with the blessing and even the encouragement of the state. Today these schools are all closed or substantially reformed. The old facilities are often thought to be haunted by the spirits of those who suffered within their walls, abandoned, neglected, and forgotten.

- **The Annex.** Built by Dr. Kendall, the purpose of this one-story brick building is generally thought to be for some sort of experiment medical treatment. Dr. Framm has closed this building down for "repairs"; the front doors are chained and padlocked.
- **Physical Plant.** Provides hot water, laundry services, and steam heat to the rest of the school. The proximity of the building to the rear wall of the estate makes it a popular point for students to attempt to escape, leading to the installation of a fence around the building itself.
- On the grounds there is also a **vegetable and herb garden** (cared for by certain older children under supervision), a chicken coop and goat pen (ditto), and calisthenics field, mostly used for baseball games on the weekends.

The stone wall surrounding the school grounds is 8' tall and is topped by iron spikes. It is not guarded but neighbors of the school tend to be watchful in the event of an escape.

Staff

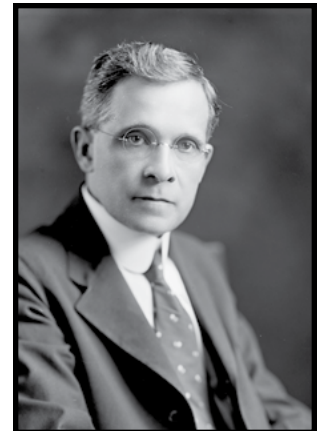
Over three dozen staff members are employed by the Gladding School today, including four physicians, twenty-six orderlies and matrons, and nearly a dozen support staff — janitors, kitchen staff, and the like. Of these, only about 1 in 3 have been retained since Dr. Framm's appointment; the orderlies and matrons have been the most difficult to replace. All of the physicians are newly hired and personally selected by Dr. Framm.

Dr. Leander Owen Framm

The current head of the Gladding School is Dr. Leander Owen Framm, a distinguished albeit youthful looking physician in his middle fifties. Dr. Framm, formerly of the Syracuse State School for Mental Defectives in New York, was hired after a prolonged search. He is aware that he was not the first choice for the job and that the continuation of his tenure requires he moves quickly to restore the school's reputation.

Framm has been greatly disturbed by the abuses committed by his predecessors and has endeavored from the start to reform and replace the most unfit members of the staff. Framm is an honest man but under no small amount of pressure to keep the school's worst abuses out of the public eye. To that end he will do his utmost to shield the school from outside attention without directly breaking the law. At the same time he is near to completing his private investigation into the misdeeds of former staff members and is planning to submit his findings to not only the school's board, but to the state medical board, knowing full well that it will end several careers.

Framm believes in the importance of the school's mission in helping to improve society. While not



wholeheartedly supporting the Eugenics movement, Framm feels that there is much to be gained from the application of scientific principles toward the betterment of the human race. He is hoping to find a way to shutter the school's work with unwed, but medically sound, young girls and is in private negotiations with a girl's reformatory outside of Essex Falls in hopes to transfer the girls there.

Framm is a widower, having lost his wife in 1919. The couple had three children; his two daughters live in New York and Tennessee and his son serves as a Lieutenant Commander in the U.S. Navy.

DR. LEANDER O. FRAMM,

caring physician and keeper of secrets

STR: 13 **CON:** 14 **SIZ:** 13 **INT:** 16 **POW:** 11

DEX: 9 **APP:** 12 **EDU:** 23 **SAN:** 52 **HP:** 12

ATTACKS: All at base

SKILLS: Bargain 49%, First Aid 39%, Latin 28%, Medicine 71%,
Persuade 54%, Psychoanalysis 23%, Psychology 78%

Using the School in Play

Keepers can incorporate the Gladding School into their campaigns in any number of ways.

■ **Employment.** Doctors, psychologists, and other medical professionals might find work in the school's clinic; Dr. Framm is in the midst of replacing most of the staff and his urgent need for new help might allow even lesser qualified investigators to find work.

■ **Witnesses and victims.** The students and staff of the Gladding School might be incorporated into a scenario to add complication or color. The children of the school, as witnesses to scenario events, make for an interesting complication, as they would be considered unreliable sources of information by the authorities (regardless of any actual impairment) allowing investigators to learn more of the danger they face without alerting the authorities. Witnesses with some actual intellectual impairment present a roleplaying opportunity for players who can treat the situations sensitively. The students and staff may also fall victim during a scenario; the scenario "Spare the Rod" (from *More Adventures in Arkham Country*) offers one option. The Gladding School's students might also make ideal victims for the Arkham witch-cult, as they have been forgotten by wider community. The

young girls of the Mowry Hall and their infants are in particularly significant danger; a staff member there might also make an ideal recruit to the cult.

■ **Dire Experiments.** If the Keeper wishes, the activities of the former director were not just unethical, but supernatural. The exact nature of this unholy meddling is left to the Keeper, but any number of Mythos entities and beings might make use of an isolated population of children. Ancestral memories might have been tapped, the Plutonian Drug may have been administered, alchemical solutions might have been perfected, eldritch energies imbued, etc.

■ **The Dreamer.** While limited mentally in the waking world, perhaps one of the patients at the school might be encountered in the Dreamlands, where they have a place of power, honor, and importance. Perhaps they wish to strike a bargain, free their bodies in the waking world in exchange for a boon in the Dreamlands. Alternatively, perhaps a mighty dreamer may have vanished, leading to tracking them down in the waking world and discovering they are a ten-year-old child perpetually sedated with bromides.

■ **The Orphan and Other Terrors.** *Nobody can ever keep track of these people, and state school officials and census men have a devil of a time.* — The Shadow Over Innsmouth

With all of the assorted occult activity in the Arkham area, it seems likely that some evidence of the Mythos might be encountered by the school. Perhaps a child born from the assault of one of Innsmouth's Deep Ones or hybrids is consigned here — Ralsa Marsh is one likely father. Similarly, one of Arkham's ghouls' "changelings" may end up at the school by accident or design. The state might assign a child to the school after they are discovered during a raid on one of Dunwich's tainted families — or perhaps Wilbur Whateley indulged in some unholy lust during a visit to Arkham and a product of that might be encountered. An otherwise healthy child might be surrendered here in the aftermath of a possession by the Great Race of Yith, the Yithian trapped in the still-underdeveloped mind of the unfortunate child. Finally, all sort of mundane supernatural powers and beings are associated with children or similar institutions — poltergeist manifestations, ghostly hauntings (a la M.R. James' "Lost Hearts"), or even the Lamia of Greek mythology. ■

The Biblio-file

Thaumaturgical Prodigies in the New England Canaan

by Bret Kramer

This is an alternate interpretation of *Thaumaturgical Prodigies in the New England Canaan*, adjusting the date of first publication to 1697 as Lovecraft originally described it rather than 1801, as presented by August Derleth in *The Lurker at the Threshold*. Three distinct editions are described hereafter, varying in content and availability, allowing Keeper flexibility in regards to the potency and utility of the book.

Overview

Thaumaturgical Prodigies in the New-English Canaan is a colonial-era account of witchcraft and supernatural phenomena written by the Reverend Ward Phillips, one of the first ministers of the town of Arkham in what was then the Massachusetts Bay Colony. In addition to his work as a preacher, Phillips served as an instructor at Miskatonic College — his books making up some of the first works held by the library there — and, more importantly for this discussion, was active as a prosecutor during the witch trials in Arkham and in nearby Salem.

Written in 1697 (and revised in a second edition by his son Rev. Lawrence Phillips in 1727, and again reprinted in 1801 by other members of the Phillips family), *Thaumaturgical Prodigies in the New-English Canaan* is a catalog of witchcraft, spirits, demonic encounters, native religious practices, and occult signs in the Massachusetts Bay colony, with a particularly focus on events in the Miskatonic Valley.

Thaumaturgical Prodigies is notable for its full and evocative descriptions of the Reverend's many topics, including extensive coverage of his witch interrogations. There is an uncanny coherency to much of the work that hints that not only did Rev. Phillips believe what he was writing, but he has left out some material (even in the earlier versions) to spare his readers. He explicitly states that he has purposely omitted much information regarding the various incantations his victims confessed to having performed for the sake of his readers' souls.

Known to scholars of the witch trials, and more rarely by those students of colonial American history, this book

is considered an artifact of an earlier and more fearful age, where superstition was still embraced as fact and pious men did terrible things in the name of their faith. Modern scholars regard it as a catalog of the ignorance of an earlier age.

Physical Descriptions

1697 Edition

An Octavo (6"×9") edition on somewhat irregular velum. As this book was sold unbound, cover material varies greatly. Known copies have been bound in calfskin,[†] red buckram,[‡] and tanned goat hide.[§]

The book bears a stamp on the final page saying it was printed by the press of Roger Aubrey in Cambridge though the work is not recorded in Thomas' *The History of Printing in America*, suggesting that the printing was performed clandestinely, perhaps by one of Aubrey's apprentices or by the printer himself unofficially, no doubt due to the nature of the work's contents.

The presentation of the text is very plain and there are no illustrations. The book was poorly printed and hastily prepared and requires at least one *Read English* roll to make sense of the irregular fonts.

1727 Edition

The 1727 edition was printed as a Medium Octavo (6½"×9¼") at the Longman Press in Arkham. The printer apparently offered bound and unbound versions. The Longman bound version bears a cover in dyed green leather with the title given on the side as "Philips — New

† The Hope Family of Arkham — this version was bound in 1722 with brass hasps and bears the Hope family crest stamped on the cover.

‡ Possessed by the Boston Athenaeum; this edition was bound by the Athenaeum after they received a donation of an unbound copy in 1878 as part of a bequest from the estate of Patience Sewall.

§ Recovered by the Arkham Police from the effects of Dr. Jasper Bruillard from his room at the Tilden Arms Hotel (A135) in May of 1922. The professor, late of Yale, was last seen entering his room on the evening of May 20 and was discovered to have disappeared the next morning. The room was greatly disturbed, with a broken window and curious symbols carved into the floor and door.

* Thaumaturgy — from the Greek *thauma ergon*, "the working of magic"

OF EVILL SORCERIES DONE IN NEW-ENGLAND OF DÆMONS IN NO HUMANE SHAPE

This chapbook, published around 1695, is an impassioned denunciation of Richard Billington, late of Arkham, as a witch and practitioner of black magic. Portions of this short work were reproduced by Rev. Phillips to bolster his claims of endemic witchcraft in the Massachusetts Bay colony. Among other accusations leveled against Billington (his name being shortened to “Goodman B.” in the 1801 edition of *Thaumaturgical Prodigies...*) was that he studied evil books, had called up demons from Hell, studied black magic with an Indian “wonderworker” named Misquamacus, and raised up a “place of Dagon” just outside of Arkham, a place still called Billington’s Wood. While Billington has vanished from Arkham — supposedly carried off into the sky by one of his demonic servants — the anonymous author warns that he may yet return. The work concludes with a catalog of other “proofs” of supernatural activity in New England, including supernatural visions, deformed births, voices heard in the wilderness, strange stones, etc.



Rev. Phillips includes much of this chapbook in his own book, in some places attributed to it, in others, simply added into the text. For more information on this work, see *The Arkham Gazette* #3 (p. 60-64) which presents a full discussion of the chapbook; of special note is a summary of what content is shared between this work and *Thaumaturgical Prodigies...* on p. 63

England Prodigies” on the spine in gilt. The quality of this work is much higher than the earlier version and contains several additional chapters (see above) as well as two-dozen illustrated plates, including a portrait of Rev. Ward Phillips himself. The additional chapters include a preface by the book’s editor, Rev. Lawrence Phillips, the late Ward Phillips’ son. In it he states that while he does not subscribe to his father’s more outlandish claims of witchcraft and devilry, he thought that there was still much of value in his work.

1801 Edition

Printed in Boston by Mann, Tuttle, and de Pirelle as a Crown Octavo (5 $\frac{3}{8}$ ”x8”) and bound in Turkish marbled boards with leather spines. The title is stamped and painted onto the spine (given as “Prodigies in New England — Rev Ward Phillips”). Well printed; it contains redone versions of some of the plates from the 1727 version, though many have been omitted. The much more common 1801 reprint

of the 1727 version bowdlerizes the most inflammatory and unwholesome sections and may prove frustrating to students of the occult.

Skimming

Thaumaturgical Prodigies in the New-English Canaan is an account of witchcraft, sorcery, and the occult from the earliest days of the Massachusetts Bay colony. Written by the Reverend Ward Phillips of Arkham, this work is a catalog of various accounts of witchcraft, astronomical oddities, animal deformities, Native religion, and supernatural visions interspersed with religious invocations.

The author took part in the witch trials of Arkham and to a lesser extent in nearby Salem, including the physical examination and torture of witches. Ward argues that his readers should hold firm in their faith against Satan’s agents, be they witches, Indians, or Papists, and those evils that cannot be combated with fire and iron can only be bested by an unswerving faith in the Almighty.

Compared to similar authors of that era, Ward's book is far darker, and finds unsettling connections between the rites of the witches the author prosecutes and the rumored practices of Indian shamans. Ward claims to have witnessed many of the supernatural events described therein and perhaps this is what gives this work its frequently horrific quality.

Thorough Reading

Written by the Reverend Ward Phillips, *Thaumaturgical Prodigies in the New-English Canaan* is an extensive, if discursive survey of witchcraft and other supernatural goings-on in the Massachusetts Bay colony (and occasionally parts beyond) at the end of the 17th century.

Phillips was a resident of Arkham and was a minister there. He also served as a prosecutor of the several men and women accused of witchcraft in Arkham and its neighboring communities, including Salem.

The book provides a full accounting of his recollection of the witch-trials there, from first whispered accusation to final judgment of the accused, including the inexplicable escape from the Essex Gaol of the accused witch Keziah Mason. Ward personally interrogated several of the accused, using means that to modern eyes amount to little more than torture, resulting in numerous confessions.

The book collects several of Ward's essays, in no discernible order, in addition to his comments about the witch trials of 1692. Included are methods to detect witches and to determine if an accused person is guilty of witchcraft, accounts of witchcraft before the Salem trials, a fearful essay on the sorceries practiced by the Indians, freak births and animal deformities (Ward explains these are proof of supernatural activity), inexplicable noises coming from caverns or the sky, summary accounts of witchcraft trials in other English colonies and Europe, notes regarding major crimes and rumored vices endemic in the other colonies, the appearance of ghosts, spirits, and unexplained lights in the sky. Also included in the 1727 edition are a number of Rev. Phillips' sermons, a few of his letters, an unfinished essay on astronomical phenomena, notes about rumors of witchcraft in Arkham after the Salem, trials, and a report of the Kingsport trials of 1722 — written by his son the Rev. Lawrence Phillips — and the elder Phillips' Last Will and Testament.

The Reverend was an unambiguous zealot and ceaseless foe of what he believed to be the manifestations of Satan's evil abroad in the world; witchcraft was a real and present danger to him and had to be not only prosecuted when discovered but to be looked for at every turn, otherwise diabolical forces would overwhelm everything. Phillips displays an unsettling combination of unwavering belief in the evil that he faces and the ability to draw connections between the occult practices he has uncovered to similar practices among not only classical sources but to the activities of certain Natives, suggesting some previously unknown source. Additionally, Phillips' bloody zeal combines with, to modern readers, an

CHAPTERS IN THAUMATURGICAL PRODIGIES IN THE NEW-ENGLISH CANAAN

A Call to Armes for Goode Christian Men

Improvements on Mr. Perkin's Way for the Discoverie of Witches

On Heathen Ways Still Practised in this New-England

A Cataloge of the Divell's Agents in Arkham Village and Along the Miskatonick River

Abominations of the Divell Made Flesh

On Noises Heard in Remote Places

Tales of Witchcraft Recently Told, Apparitions and Lights

Others Evil Deeds Done in this Colonie

What I Know of the Tryals in Salem-Town

Five Sermons Against Witchcraft and Sin

Advice Given to a Young Man

A Sermon Against Pride

An Account of the Comet which came in 1686 with an Essay on the Meaning of Heavenly Signs

Regarding the Recent Trials in Kingsport

The Testament of the Reverend Ward Phillips.

Those chapters in **bold** are only included in the 1727 and 1801 versions, though usually in abbreviated form in the latter.

unhealthy interest in the most gruesome details be it his torture of the accused or the occult horrors he claims they practiced. Nevertheless, the only topic the Reverend seems reluctant to discuss are incantations and details of magical rites. These he explicitly states he has uniformly omitted out of concern for the souls of his readers, as he puts it "so that Satan's Magick mightn't Tempt Ye as such Power is solely ye Province of the Divine."

Research

Investigators seeking additional information about this particular work can uncover additional information on the topics below, each bulleted point requiring one *Library Use* roll (unless otherwise noted) to uncover.

Thaumaturgical Prodigies in the New-English Canaan

- Most modern historical accounts of the Salem Witch Trials (include Samuel G. Drake's several books) regard Phillips as secondary figure in the trials;

a lesser provincial minister who was caught up in the furor unleashed in Salem. His written work, when mentioned at all, is regarded as a rough imitation of the more scholarly writings of the Mathers and, while offering a number of colorful, if preposterous, anecdotes, of minimal historical merit.

- Additional research will make clear the existence of the three different editions of the work and note that there is additional material in the latter two printings. The reader will also become aware that portions of this book are directly taken from the otherwise obscure chapbook *Of Evill Sorceries Done in New-England of Demons in No Humane Shape*. The researcher will be able to learn of any publicly held copy of the book (including the edition) in the region.

Rev. Ward Phillips

- One of Arkham's founders, his life is discussed in varying degrees of detail in any account of the town's early history. He was born around 1660, in Salem, to Adonai and Charity (Gamwell) Phillips, a baker. One of six children born to his parents, though only he and a sister survived until adulthood, he was educated at Harvard and became a minister, first in Cambridge, then later Arkham, moving there in 1683 to become the first minister of the new church. He served as an instructor at the Miskatonic College (now Miskatonic University) and a donation of forty-four books from his personal library formed part of the school's early library. During the Salem Witch Trials, Phillips served as a zealous investigator and, when the trials took a hysterical turn toward mass-panic, he was one of advocates to Governor Phipps for their suspension. He remained in Arkham until his death in 1707.
- Phillips is frequently mentioned in the surviving diaries and other papers from Arkham's earliest years. Despite having taken such a prominent role in the otherwise discredited Witch Trials of 1692, Phillips remained a well-regarded man in the community, unlike others whose reputations were tainted by the association, at least when it came to those living in Arkham. A number of veiled references suggest that Phillips was instrumental in the quiet campaign against Goody Folwer and her circle of allies, leading up to her murder in 1704. Despite the general rejection of witchcraft claims by after the debacle at Salem, it is clear that most residents of Arkham viewed the old woman as an immediate and extreme supernatural threat to the community. His papers, several secondary sources note, are held at Miskatonic University (A620) and Arkham's First Baptist Church (A711).
- Phillips was the father of seven children, all but one of whom survived to adulthood. The Phillips' (and related families) are a large and prosperous segment of Arkham's leading families. In addition to Rev. Lawrence Phillips and his efforts to preserve, another



Phillips — Elihu, one of Ward Phillips' grandchildren — is mentioned in reference to later witchcraft accusations, being one of the vigilante party which some sources claim drove the accused witches Sermon Bishop and Richard Russell from Arkham in 1752.

Availability

- The availability of this work varies greatly by edition. The 1697 edition is by far the rarest and only a small handful of copies have survived into the present day. Copies are held at the Arkham Historical Society (A901), and the Boston Athenaeum.
- The 1727 expanded version is more common and can be found at the Orne Library (listed in card catalog, but missing from stacks) (A620), First Baptist Church archive (A711), the Kingsport Historical Society (K205).

REVEREND PHILLIPS PAPERS

Investigators hoping to find more information about the various ritual magics and rites known to Rev. Phillips may learn that his papers have been divided between Orne Library (A620) and the First Baptist Church in Arkham (A711). The former papers — mostly drafts of sermons but including several letters by Phillips — are kept in the Rare Books room. The remainder of Phillips' papers, including his personal notes and a partial handwritten draft of *Thaumaturgical Prodigies* itself are kept in Arkham's First Baptist Church's archive; investigators will need to convince the papers' respective custodians of the utility of their work to consult them; academic credentials, high **Credit Ratings**, and being seen as an upstanding Arkhamite will all factor into this decision.

If the Keeper desires, these notes contain additional information about the Mythos and, combined with a study of Phillips' book, grant an additional +1 to **Cthulhu Mythos**. They require an additional 2 weeks of study/

four hours to skim. A **Read English** roll is also required to make sense of the Reverend's eccentric handwriting.

Phillips' personal notes might include additional information about the Mythos magic he encountered during his work. While the specific incantations are left to the Keeper, likely spells may include:

- | | |
|---|--|
| ■ <i>Bless Blade</i> | ■ <i>Contact Rat-thing</i> |
| ■ <i>Blight Crops</i> | ■ <i>Contact Sadoqwah</i>
(<i>Tsathoggua</i>) |
| ■ <i>Birth Familiar*</i> | ■ <i>Contact Yogge-Sotot</i>
(<i>Yog-Sothoth</i>) |
| ■ <i>Candle Communication</i> | ■ <i>Enchant Poppet†</i> |
| ■ <i>Call/Dismiss Ithaka (Ithaqa)</i> | ■ <i>Lame Animal</i> |
| ■ <i>Cause Disease</i> | ■ <i>Shriveling</i> |
| ■ <i>Contact the Black Man</i>
(<i>Nyarlathotep</i>) | ■ <i>Suckle Familiar*</i> |
| ■ <i>Contact Ghoul</i> | |

* See *The Arkham Gazette* #3, p. 45.

† See *The Arkham Gazette* #3, p. 27.

- Most of the larger libraries in Lovecraft Country have copies of the 1801 edition, though usually set aside in their non-circulating collection, due to either its value or in some cases due to the lurid occult content. This includes the Arkham Public Library (A211), Kingsport Public Library (K517), Bolton's Gardner Free Library, and numerous private collections.

Investigators seeking to purchase a copy can locate a copy of the 1801 edition with a successful *Luck* roll and the help of a book dealer; base price is \$30. This purchase will take 1d4 weeks to complete. Earlier versions may be found, eventually, though at a much greater price and requiring a far longer search.

Statistics

1697 VERSION

Sanity loss 1d3/1d6; **Cthulhu Mythos** +4 (Requires additional **Read English** roll due to the small, poor quality type used.)

1727 VERSION

Sanity loss 1d3/1d6; **Cthulhu Mythos** +4

1801 VERSION

Sanity loss 1d2/1d4; **Cthulhu Mythos** +3

All versions require 8 weeks to study and 16 hours to skim.

No published version of this work contains any functional spells, though some useful details are provided. Successful reading grants a skill check to **History** and **Occult** skills.

Notes

Thaumaturgical Prodigies in the New England Canaan appears in the following Lovecraft Country scenarios:

- "The Condemned" — *H.P. Lovecraft's Arkham*; the precipitating events of the scenario, which are recounted in an excerpt from *Thaumaturgical Prodigies...* occurred in 1752, which complicate the use of this version in that scenario.
- *The Devil's Children*; this mini-campaign uses *Thaumaturgical Prodigies* (theirs more firmly based in Derleth's version; a summary is given on p. 35) as a central clue to uncovering the fate of several accused Salem witches and a group of present-day Miskatonic University students, both groups being the investigators in their respective scenarios.
- "Ghosts of the Florentina" — *More Adventures in Arkham Country*; Rev. Phillips' book is a useful source about the cause of the old theater's haunting.
- "The Hands of a Living God" — *The Unspeakable Oath* #13; an important clue is uncovered in the book.
- "Old Acquaintance" — *Before the Fall*; part of a collection of occult books held by the antagonist.
- "The Queen of Night" — *The Arkham Gazette* #3; the investigators may gain critical information about their opponent through Rev. Phillips' book.
- "Season of the Witch" — *H.P. Lovecraft's Dreamlands*; mention is made a work entitled *Prodigies in the New England Canaan* in a list of clues but no information about the work as a Mythos text is provided.

See page 62 for more information about certain individual scenarios. ■

An Encounter

Altercation on West Armitage Street

by Chris Huth

This afternoon, the downtown district of Arkham saw an altercation between two men. One was a well-off and respected Arkhamite, Wilbur Morris Saltonstall, whose burly frame was easily recognized even from a distance. The other wasn't recognizable to the Arkham residents who had seen him: he was shorter and younger than Saltonstall, dark-haired, lanky and unkempt. Witnesses on the street are divided on who struck first, but the generally agreed-upon events are that Saltonstall, walking east past the Tilden Arms hotel, had been followed a short distance by the stranger. Mumbling and shouting, the stranger either bumped into Saltonstall or got uncomfortably close in behind. Saltonstall turned to face him, heated words were exchanged, and then they came to blows. By the time another pedestrian reached the fracas, Saltonstall had knocked the stranger to the ground, who shouted something the witnesses couldn't make out—it had the cadence of a warning—and then the stranger got to his feet and ran away.

Saltonstall, a bigger, more solid man than his assailant in both height and girth, had gotten off with just a torn button, while the stranger was dirty, scuffed and bleeding when he fled.

When the police arrived they briefly canvassed the area. Aside from figuring out that the stranger had just come from a booth at Lucy's Diner, where he bought a coffee with loose change and muttered to himself, they found nothing to shed light on him. They missed the small notebook, his journal, he accidentally dropped into the crack between the booth seat and the wall.

A couple days after the fight, the stranger gets picked up by police. What he was doing in the intervening time, what he tells the cops, and what's in his journal depends on what the real story is:

Options

A Letter Sent to Himself

Saltonstall is a wealthy man — on paper. The valuation of his stocks continue to skyrocket in 1928's bull market, and Saltonstall knows that it's no gamble to bet on a sure thing. He's been aggressive about buying stocks on credit, and

has even convinced most of his family members to give over management of their finances to him. He's single-handedly managed to inflate the sagging fortunes of the whole Saltonstall line. Again, at least on paper.

In 1929, that all ends, and those stocks become worth less than the paper they're printed on. He's ruined, his businesses collapse, and the shockwaves ripple throughout his family and the economy of Arkham himself. Humiliated and broken, he tries—and fails—to commit suicide, and while away the Thirties in the overcrowded Arkham Sanitarium.

There, he meets some unusual people that put him on the path to learning, stealing or otherwise acquiring the Yithian ability to displace other minds in time. He's come back, taking over the body of a convenient drifter, itinerant laborer Antonio Carpi — who has been hurled into the overcrowded, underfunded Arkham Sanitarium of tomorrow — to try to save his own future. Upon his arrival in the 1920s, he makes his way to himself, carrying a journal in which he has laid out, in exacting if slightly inaccurate detail the future financial history of the United States. If confronted, he imperiously insists that Saltonstall is in grave danger, and will brook no interference in his crusade to recreate his own future's past.

Unfortunately, what he's forgotten--what he will forget--after a decade in the looney bin is that strange man who accosted him in the street a year before his life changed, a man whose frantic mumbling he couldn't make heads or tails of.

You Can't Go Home Again

The cult which Asenath Waite is a part of has left grotesque tendrils throughout northern New England society. Their mark is the theft of bodies and identities, enacted through their power to transfer minds between their own bodies and those of their victims.

One of these sorcerers — who was using the body named 'Antonio Carpi' — has switched bodies with Saltonstall to gain control of his wealth and family name. He lured Saltonstall to a hidden oubliette a week ago, where the mind-switch was effected by the vilest of black magics. But while Carpi-in-Saltonstall has been enjoying his new wealth, Saltonstall-in-Carpi has, in the original body of

the sorcerer, escaped his prison and tracked the sorcerer — tracked himself — through the streets of Arkham, preparing in a journal his strange story of imprisonment and confusion. When he finally confronted the sorcerer in the street, he tried to rip the disguise from the Saltonstall-body, to show the world what was wrong. When that didn't work, he fled.

Saltonstall-in-Carpi tries to lay out his situation to whoever will listen, but his psyche — what's left of it — has had a rough time dealing with the current situation. He doesn't really want to think about his mind being exchanged; rather, he thinks that his body is still his body and that Carpi somehow switched appearances. If forced by some sort of evidence to confront the reality that his consciousness itself has been displaced he'll risk losing Sanity, being unable to comprehend how such a thing could have happened and despairing of how to reverse it.

The mind now in Saltonstall might not have been born Antonio Carpi. How far back the chain of body-switches goes is up to the Keeper.

The Woman Who Shouldn't Be There

Saltonstall wasn't the stranger's target at all. He — Antonio Carpi, an itinerant occult investigator, once not unlike the player characters themselves — was actually trying to get at a woman he spotted further down the street, someone who he knew should be dead. When Saltonstall's ambling pace got in Carpi's way, Carpi shouted an imprecation at the man who was preventing him from defending Arkham from her menace, and that's when the fight started. Carpi fled when he saw that she had made her escape. He now stalks the streets, trying to spot her again. When the police pick him up, he tries to warn them about this woman, but long years struggled against unnatural forces has broken Carpi's mind.

The woman's identity and Carpi's relationship with her (family? Lover? Co-investigator?) is up to the Keeper. Options for the woman's unholy resurrection include:

- Conjured from her 'essential saltes' and compelled by the threat of dissolution.
- Physical appearance stolen by a ghoul or a serpent-man.



- Structurally reinforced and implanted with a servitor-brain by the fungi from Yuggoth.

Either the woman, or an associate of her resurrector, will want to get at Carpi. Ironically, he's probably safest in a jail cell. Depending on what exactly is going on and what resources they have access to, they may kill Carpi, render him unable to expose her secret, or abduct him to do with as they wish. They might even hire a lawyer to get him out on bail so that he's easier to dispose of. If he's lucky, though, the Investigators will have already found his journal detailing the woman's horrid demise and the identity of her, and Carpi's, tormentors. ■

Deep Background

Arkham's Markers

A History

by Bret Kramer

In 1795, as required by state law, the town of Arkham first marked its boundaries with its neighbors. That year several dozen square, granite posts (about five feet tall and ten inches on a side) inscribed with the letters "AR" or "AK" were placed along the periphery of the town, particularly at points where the boundary turned or had been a point of dispute between Arkham and its neighbors. These stones were produced by the shop of Abner Reid, an Arkham stone carver and mason, using granite quarried from the slope of Clark's Hill southwest of town. Apparently one of Reid's apprentices carved the stones bearing the letters "AK," producing them in such great haste that they failed to copy their master's work accurately. The reverse sides of the stones were carved with the initials of their bordering town, KT for Kingsport, BO for Bolton, etc.

In 1836 when walking the town's boundaries (cf.), several of the Reid-carved stones were found to have disappeared, and had to be replaced. These new markers also are engraved "AK" but with "1836" underneath. These markers were augmented in the 1890s when poured concrete pillars topped with enameled iron signs were posted along the major roads into Arkham marking the town line for drivers.

The Markers Today

As of the autumn of 1928, Arkham's boundary markers are generally intact, though a good number have been overgrown, damaged, or toppled; a few are destroyed or missing. Most Arkhamites are not aware that the markers even exist; investigators are familiar with them only on succeeding at an EDU×1 roll, a ¼ Law roll, or if they have some professional reason to know of them, such as being a surveyor or a lawyer who primarily handles property and land-rights issues.

Despite the state law regarding their upkeep, they have not been checked in nearly four decades. Several of Arkham's selectmen are (at least dimly) aware of this legal requirement but none of them have yet brought this to the attention of the mayor or the council of selectmen during their bimonthly meetings. This status-quo may change should this neglect become public knowledge... perhaps motivated by the *Arkham Advertiser* article on the

next page. Even in the worst case, few of the selectmen are moved by the \$20 penalty for failure to inspect the markers.

Local property owners are very aware of the town markers and on occasion have petitioned the city to repair or replace those on their land, especially those in poor condition, to little effect.

Theft or vandalism of a marker is punishable by a fine of \$50 or six months in prison, though the odds of vandals being identified, let alone apprehended by the authorities, is so low that this does little to deter abuse of the stones.

Scenario Hooks

Boundary Markers (Arkham's or otherwise) might feature into a scenario in several ways:

- **Walking the boundary** — Spurred on by public complaints, Arkham's council of selectmen finally decides to complete their legal obligation to inspect the town boundary markers. As is within their rights, they are permitted to hire agents to do so on their behalf, in this case one or more of the investigators. What the investigators encounter on their circuit of Arkham is left to the Keeper. Alternatively, others hired to do this work might stumble across something strange or even go missing, offering an unusual hook to a scenario and providing a plausible reason for someone to track through any of Arkham's less hospitable spots.
- **Misidentified object** — Playing children catch sight of one of the old boundary markers, overgrown and slanting. As tends to happen, this discovery is inflated on the retelling, with all sorts of occult origin or magical importance ascribed to the weird stone column inscribed with 'mysterious' symbols. These rumors might reach the investigators during their work, and provide an unusual red herring.
- **Trip over one** — There is always the chance that investigators on the run might accidentally encounter a forgotten marker on the outskirts of town. Make a DEX×3 roll to avoid falling over the stone.
- **Used in a spell** — They might not be standing stones, but who knows to what purpose a magician might put these granite markers to use? Arcane symbols might be inscribed attempting to ward Arkham from



some supernatural force or to make the town more vulnerable to malign sorcery. Perhaps Abner Reid had some connection to the witch cult and imbued the stones with some enchantment. Consider the occult workings described in Alan Moore's *From Hell*, or how a megalopolisomancer might employ these markers to summon a paramental, a la Fritz Leiber's *Our Lady of Darkness*. M.R. James' story "A Neighbour's Landmark," while it deals with a boundary marker between private individuals, may prove inspirational as well.

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WALKING THE BOUNDARIES

According to Massachusetts State law*, all towns are required every five years to walk along the town's boundary and inspect the town's markers. Under the law this inspection should be performed by two of the town's selectmen or other leaders, though they may designate others to complete this task on their behalf. These inspectors are supposed to make sure the stones are in the proper place and in good condition. Typically each stone is also marked in paint giving the date of the inspection. In the case of Arkham this was done so long ago that the stones no longer bear any trace of it. ■

* Mass. General Law Part 1, Title VII, Chapter 42

HANDOUT

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HISTORIC MARKERS NEGLECTED

Are Arkham's Selectmen Lawbreakers?

By ROBERTA HENRY

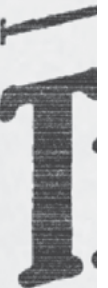
ARKHAM — Forgotten to all but a few of our fair city's most learned citizens, Arkham is encircled by a ring of granite posts, erected more than a century ago. These are the town's boundary markers, as required under state law since the earliest days of the Republic. You may never have seen one of these posts as most are in farmer's fields or shrouded by the trees of Billington's Woods, but they have stood guardian over our town for more than one-hundred and twenty-five years. Who cares for them now?

According to statute, these ancient markers are to be inspected every five years but as discovered by this reporter the last inspection occurred nearly forty years previously! How has this solemn duty, as established by our state's august government of old, been disregarded for so long?

When contacted by this reporter none of our selectmen could answer this question and several of these town fathers were wholly ignorant of not only their duty to watch over the official boundaries of the town but of the markers as well. Mayor Peabody's office, holding to that famed maxim of Benjamin Franklin, refused comment.

The question now is — what other essential duties have been neglected by our so-called leaders? Do these markers even stand today? Our readers demand action!

CAVEMENTIA



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Scenario Seed

The Case of the Missing Manhole Covers

by L. T. Barker

This scenario seed can be used either as a red-herring or a side adventure between or during longer scenarios in the midst of any campaign making use of Arkham. Owing to the nature of the mundane items at the heart of this encounter, it may be played seriously or more for laughs, depending on the nature of your game. The curious thefts may be introduced well in advance as setting background before involving the investigators with the mystery. Keepers may wish to examine the short scenario "The Little People" (see page 69) for more information on Arkham's sewer system.

Keeper's Information

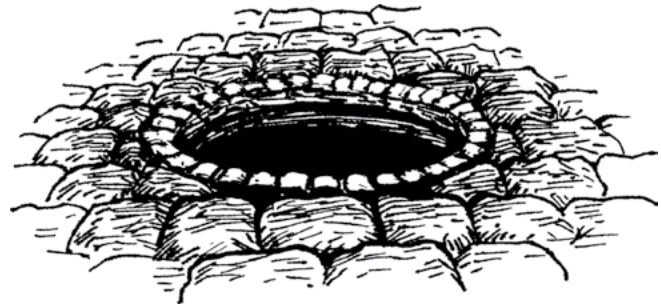
There is a most curious thief on the prowl in Arkham. This burglar is not picking pockets or emptying jewelry boxes — they are stealing the 110 lb. cast-iron discs used to cover Arkham's manholes. Even more strangely, the thief (or thieves) return them within a day or two. The case has attracted the attention of not only the Arkham Police Department but of local newspapers, who have been more than happy to provide their readers with daily coverage of the theft and reappearance of stolen covers.

There is one complicating factor, ignored by the police and, at least to date, unknown to local reporters. When the manholes are returned, the undersides of the discs now bear curious symbols, apparently etched into the metal with a powerful acid. The nature and purpose of these symbols is, as of yet, unknown.

Options

The Pranksters

There is no occult secret here, rather a competition between several of Miskatonic University's fraternities. Using the streets of the city as a sort of game board, they have established an elaborate set of rules allowing each fraternity to 'claim' an intersection or street by marking the manhole covers with the fraternity's Greek letters — poorly etched and difficult to read. While the covers are



not damaged by the prank, the fraternity brothers do not want to be found out as the university will undoubtedly frown on such mischief.

The Witch Cult

Trevor Daniels, an initiate member of the Arkham Witch Cult, hopes to gain the favor of his occult patron and has taken it upon himself to inscribe magical wards on Arkham's manholes in an attempt to demonstrate his magical prowess. The exact purpose of his symbols is left to the Keeper — attempting to limit the passage of Arkham's ghouls, sigils focusing magical energies for future rituals, or simply pseudo-magical gibberish. Perhaps there is some greater symbol being constructed one point at a time...

The Deranged Occultist

Crosby Drummond is a second-rate occultist who recently made a dangerous mistake when he contacted Nyogtha using a rite he uncovered during his research at Miskatonic University. Losing his wits during his encounter with the Black One, Drummond now believes that he has been marked for destruction by the Dweller Beneath. To that end he has been attempting to inscribe the Vach-viraj incantation (poorly rendered in Aklo) onto the undersides of Arkham's manhole covers, hiring a few members of the Finns street gang to do his heavy lifting. How realistic Drummond's fears (and the effectiveness of his protective spells) are is left to the Keeper. Perhaps Nyogtha took no notice of him. Or perhaps He will arrive very soon... ■

Documentary Evidence

Report of Delusions of an Invisible Monster

by Aleoalex

What follows is a prop document — a medical journal article detailing a series of strange cases of ‘delusions’ in the Arkham area — and some suggestions for making use of these handouts. It may be used as inspiration for a scenario of your own devising, or as a red herring or a bit of color in another scenario.

Plot Seeds

How do the investigators come to have the journal article?

- Perhaps one of the authors has been found dead in their office. Was the horror responsible or was it a third party?
- Perhaps the second author has gone into hiding. What is it they know? Why are they hiding? How much do they know now? Perhaps it is they who contacted the investigators in the first place.
- Was the journal article published and brought to the attention of the scientific community (in turn making this known to an esoteric international organizations). Or, is the article still in the proof stage and a third party is trying to prevent it from being published?

Mysteries

There are a set of unanswered questions within the journal article itself.

- Why were these men targeted? Were they just in the wrong place at the wrong time? Or is it something to do with their blood type, or perhaps, there is something that links them in some way? Perhaps they did know each other. Perhaps they are unknown to each other but all witnessed the same event? Perhaps

they were in part responsible for attracting the horror to Arkham in the first place.

- What happened to the three men in the asylum? Have any been released, are they still interred, or have they succumbed to the unnatural interest of the horror?
- Do the initial physicians who the case was reported to have more to tell?
- Any other psychiatrists or psychologists who examine the article would find it an interesting read, but roll randomly to decide whether they agree with the conclusions that were reached. Some will think it is a psychodynamic breakthrough, others will be more skeptical.

The Horror

The hints within the article are intended to suggest that the horror at large is a Star Vampire. Of course, details could be changed within the text to refer to another monstrosity should the Keeper wish. There are other identifying features of Star Vampires, such as an unearthly tittering noise, that do not appear. Details like this might exist in case notes relating to the patients, but maybe the authors chose not to report it in the article. Perhaps other witnesses may be able to add this detail? Patients in adjoining rooms at the sanitarium may have heard something.

- Why was a Star Vampire at large in the streets of Arkham in the first place? Is it ‘wild’ or is it controlled? If it is controlled, who is doing so and why?
- Since the events detailed in the journal article, have further attacks occurred?
- Where is the Star Vampire now? ■

HANDOUT 1

The New England
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NUMBER 1

ORIGINAL ARTICLES

SPONTANEOUS MANIC CONTAGION: A DOCUMENTED EXAMPLE,
EMPIRICAL INVESTIGATION AND POSSIBLE EXPLANATION.

BY L. MACASSAR, M. D. AND P. D. OATES, M. D.

Three patients presented to physicians over a period of a week with almost identical symptom profiles. The patients were unknown to each other, comprising of a transient, a white collar worker, and a retired judge. None had a previous history of mental illness and tests indicated chemical agents commonly associated with disorganized thought were not present, suggestive of a hysteric cause. Patient reports and thematic testing were consistent with the presentation of a common spontaneous manic episode. Suggestions for contagious processes based on psycho-dynamic theory are presented.

CASE PRESENTATION.

Three patients presented to separate physicians over the period of a week in July, 1926. All lived within the Miskatonic region within 25 miles of each other. All patients were referred for internment at the Arkham Sanitarium on the basis of their unusual behavior. Here, we identified common themes within the content of the manic episodes, detail to follow. The patients were:

JK, Male, age 44, occupation - occasional gardener. JK is a transient within the New England area, seeking employment within wealthy estates as and when it arises. He has above average intelligence but is poorly educated. JK was referred to a physician by his employer after reports of unusual and agitated behavior whilst working. No history of previous mental illness evident. (An anonymous benefactor funded admission).

PT, Male, age 88, occupation - Accountant. PT received a high school diploma and is highly numerate. No previous history of mental illness. First presented via admission to hospital with wounds caused by a "transparent horror", determined to be self-inflicted.

AB, Male, age 65, occupation - retired judge. AB retired to the New England area and is a well-respected individual within the community. No history of concern. AB made a written report to the Police regarding a fantastical incident. In spite of the patients standing in the community, he was admitted to the sanitarium at his family's request.

None of the patients reported knowing each other. Given their different walks of life this appears to be a truthful account.

COMMONALITY WITHIN REPORTED MANIA.

All patients have reported that they have encountered an invisible entity. All reported they encountered the creature at night, were chased and now feared for their lives. All considered the size of the creature to be equivalent to that of an automobile. When challenged about how the size could be judged when the entity was invisible, all indicated that they based this on the sound made by the entity as it moved. One patient (PT) reported having been touched by the creature, which burned ringlets within the skin of an exposed forearm. The hospital considered these wounds to be inconsistent with bite or claw marks of any native animal and concluded the wounds were self-inflicted.

EMPIRICAL INVESTIGATION.

All patients deny having a mental instability, yet report a belief in an invisible phantasm and are still fearful for their safety, particularly after darkness has fallen. Their accounts are well rounded and appear compelling. Responses to Rorschach items were unimaginative and consistent with normal levels of performance. However item #17 resulted in strong reactions from all three patients who indicated that the item was almost identical in structure to the

HANDOUT 2

SPONTANEOUS MANIC CONTAGION: A DOCUMENTED EXAMPLE, EMPIRICAL INVESTIGATION AND POSSIBLE EXPLANATION.

invisible entity. The typical normal responses to this item are that it resembles a tangle of crimson barbed wire or tumbleweed. The patients were unable to explain how they knew what the phantasm looked like when they also simultaneously reported that it was invisible.

Further assessments ruled out alcoholism, other drug use, or inadvertent/willful poisoning (ergot, psychoactive agents, etc.). Neither were symptoms consistent with organic damage such as stroke or dementia. The only irregularity we identified was a mild anemia and have prescribed iron tablets to counter. However this irregularity would not account for the reported disturbances in thought and so, in the absence of a likely physical cause, we suspect a hysteric basis.

In line with Gottlieb (Gottlieb, 1925) we introduced the three patients to each other. Gottlieb has reported significant benefits with patients who report delusions, where the least invested patient will begin to back down from their delusional stance. Contrary to our expectation, the patients drew a great deal of solace from the introduction and none withdrew from the mania as we had hoped. The patients now seek each other when they are able to do so. E.g., During exercise time in the sanitarium grounds. We have noted that the three patients stay in the centre of the lawn area and speak urgently to each other. Following the Gottlieb intervention we must note that the mania is no longer developing separately and the triad appear to be developing their fantastical thinking together as a group.

CONCLUSIONS.

On the basis that this common delusion initially developed independently, we would like to propose that this is evidence of a 'manic contagion', that is to say that a mental disturbance becomes contagious in some manner and can spread within a community. The precise mechanism by which the 'mental contagion' spreads is unknown presently but we would posit a mechanism based upon unconscious conflict (Finch, 1926). Firstly, we have identified a significant conflict within each patients environment which may manifest as a manic episode; the life of a transient by definition is unreliable and without stability, and the life of a recent retiree must require a dramatic reformulation of ego to serve id. We have subsequently learned that the business for which

PT organized accounts for has become bankrupt; as a skilled accountant PT would have understood this inevitability. Having identified the seed that has initiated the contagion we would now like to speculate how the mania manifests itself via a common theme.

In Mills' 'Nature and Man' (Mills, 1918), it is speculated that our thoughts in relation to nature are manifestations of our moods, and vice versa. Consider, for example, a hearty walk in the hills of Vermont, or the comfort one experiences viewing a pastoral scene painted by Constable. Both are manifestations of happiness, but also cyclically cause further uplift in mood. Although Mills concentrates on positive aspects of mood and nature, it must also be concluded that there are negative associations too. We therefore speculate that the negative aspects of our patient's lives are being manifested in perceived rebellions of nature, such as invisible phantasms. At this stage we are unclear why all three have the same identical mania, but we would speculate that this must relate to some primeval instinct residing within the id. Our investigations are currently exploring this possibility.

TREATMENT PROTOCOL.

We continue to care for the patients and attempt to resolve the internal pastoral conflict. Our attempts to date have not met with success; the patients shy away from the windows when they should embrace the outside world (to ensure pastoral equilibrium as Mills would put it). We have also noted that all three are now engaging in the same self-harming behavior; ringlet marks appear on a regular basis although the triad rationalize this as being 'fed upon' in their sleep. The consequent anemia is, however, becoming deleterious to their health. Nevertheless we remain ever optimistic that we can interrupt this cyclical behavior in due course and reintegrate our patients back into society.

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Deep Background

Arkham's Diners

by Bret Kramer

Diners^{*} — small, pre-fabricated restaurants with limited seating — were a New England staple in the early 20th century. Providing inexpensive food, quickly and conveniently, diners were found throughout the region, especially in larger towns. Arkham is no different, with four diners noted in *Arkham Unveiled*; we've invented two more diners (one open, the other closed) and one still-active lunch wagon to offer some variety. Based on the number of diners typical in a city of Arkham's approximate size there could plausibly be several more, should you wish to add some of your own invention.

Diners: A General Overview

A Short History

Diners, as we think of them, had their origin with Walter Scott's "night lunch wagon," which appeared in Providence, Rhode Island in 1872. These early carts were little more than a horse-drawn wagon, with space for prepared food and raw ingredients, and the sole employ, as well as a window from which to make sales. There was an immediate interest in customers — men working the night shift, late night carousers, travelers, and policemen — who had never had an option for dining over-night. As many of the wagons that sprang up after Scott's appeared served hot dogs, they were sometimes called 'dog carts.'

Soon a few enterprising souls, some wagon operators themselves, got into business manufacturing wagons specially built for the trade. As an inexpensive means to own one's own business with a minimal set of skills — if you could make change and drive a horse, you could operate a night lunch wagon — the wagons sold well. By 1890s, night lunch wagon could be found throughout southern New England; larger ones were scaled to be able to fit on

the back of a train, and could be fitted with pneumatic tires for transport on roadways. The replacement of horse-drawn trolleys with electric ones created a whole market in cheap conversions of old trolley carts into dining wagons.

In the 1890s two innovations were added to the night lunch wagon — a cook-top and a place to sit inside. The interior of the increasingly more lavishly decorated wagons was divided length-wise by a counter. On one side were stools for customers and on the other a compact cooking and food preparation area; sales were conducted across the counter and, gradually, the window sales ended. Several wagon owners expanded their business and operated small fleets in multiple cities. One of the largest was in New York City, operated by the Church Temperance Society, which used their wagons to offer an alternative to saloons, which frequently offered free food with the purchase of a beer.

While the night lunch wagon business boomed — by 1912 there were almost fifty operating in Providence (population 220,000) — after the turn of the century cities increasingly attempted to regulate the industry. Citing rowdy customers (including it was often suggested the criminal element) and roadway congestion, several cities began limiting night lunch wagons to operating from dusk to dawn and mandating they be off the streets by 10 am. The solution for many carts was to set up on a semi-permanent or permanent basis on unused plots near the street, beginning the era of the 'fixed' diner.

By the 1920s, the industry was dominated by a trio of larger firms: the Worcester Lunch Cart Company (of Worcester, MA), O'Mahoney (of Elizabeth, NJ), and P.J. Tierney and Sons (of New Rochelle, NY). The competition between them was fierce, and they offered increasingly favorable terms for buyers, making various fixtures, like the cash register, or even dishes and silverware a standard part of your package. Additionally, buyers would be trained to operate their new establishment, often placed under the advisement of the builder, who recommended the most profitable locales. Smaller manufacturers, or even owner-built establishments were only slightly less common. As they had since their earliest days, diners offered their customers a quick meal at a reasonable price and their owners the opportunity to own their own business and a comfortable, if labor-intensive, livelihood.

* The designation 'diner' was a relatively modern invention in 1928, having only come into vogue in the early 1920s, as 'fixed' diners open during daylight hours became the norm.

General Layout

Diners of this era were rectangular buildings with barrel roofs. Most were made of wood, but a few smaller companies were using steel. Diners ranged in size* between 10½'×22' and 12½'×36'; custom built diners could be larger, but these were uncommon. Older diners were primarily wood-paneled while newer models had either enamel or tile panels, inside and out. Floors were almost always made of small ceramic tiles, often black and white, sometimes laid out in a variety of pleasant geometric patterns. Windows (which could be opened by the customers, if desired) line one wall and both ends. Normally there were three doors — one on the middle, one on the end, and another in the rear, behind the kitchen.

The main body of the diner was divided roughly down the middle by the counter; to one side were the customers, the other was the cooking and service area. On the customer side, every diner had a row of stools along the central counter. Larger ones had an additional row of stools against the outside wall; the largest had small booths or tables along the outside wall, seating two comfortably.

The food preparation and service area on the other side of the counter was a model of efficient use of space. The area beneath the main long counter is used for storage while the area across from the counter was divided between

cooking areas (including ventilation), food preparation, cold food storage, and sometimes a sink. In addition to the main dining area and kitchen, many diners built for fixed installation had a small washroom, with a toilet and sink. Larger ones offered separate facilities for men and women. Many diners, seeking additional space, added one or more rooms at the rear, usually off the kitchen.

Diner Locations

In the late twenties, diners were still a primarily urban phenomenon, positioned near a steady base of customers, such as a factory, a train station, or a business district. According to one manufacturer's prospective to potential buyers, the average diner, well placed, might serve 500 or more customers in a day. Most of the customers were expected to come on foot or on mass transit (trolley, train, bus) so parking was not an issue. Often a diner would be placed on a plot only slightly larger than the diner itself.

Early in 1928, the Hi-Way Diners Club Company was established in Springfield, Massachusetts with the goal of operating a chain of diners located not in cities themselves but rather along the rapidly expanding inter-state highway system. One of their diners (a steel model, built by the Brill Company) has recently opening in Pierce's Corner, where the Bolton road branches off the Aylesbury Pike.

A FEW NEW ENGLAND SPECIALTIES

- **American Chop Suey** — pasta, usually macaroni, mixed with tomatoes, hamburger, and cheese; can be baked or prepared on the stovetop.
- **Baked Beans** — beans, usually navy, baked with molasses and diced ham or bacon.
- **Boiled Dinner** — corned beef or pork shoulder, boiled until tender in a pot with cabbage, potatoes, carrots, and other root vegetables; served with mustard or horseradish. Most popular among those of Irish descent.
- **Boston Cream Pie** — actually a cake made from two layers of sponge cake, with a layer of custard in between and topped with a chocolate glaze. Becomes the "official dessert" of Massachusetts in 1996.
- **Brown Bread** — a mildly sweet quick bread, usually steamed in a can, made from a blend of corn meal, graham flour, rye, and whole wheat.
- **Clam cakes** — deep-fried fritters mixed with pieces of diced clams (often quahogs); most common in southern New England, especially Rhode Island.
- **Coffee Milk** — a coffee simple syrup blended in milk, often made for children; most common in Southern New England, especially in Rhode Island.
- **Corn Chowder** — similar to the better-known clam chowder, corn chowder is a soup made from milk or cream and thickened with crushed crackers or a roux, with corn and typically onions and celery.
- **Fiddleheads** — a spring specialty, these are the new fronds of several varieties of ferns, sautéed or boiled, with a flavor similar to asparagus. Most popular in northern New England.
- **Hot Weiner** — recently popular in Providence, these are hot dogs (made from veal and pork) topped with a seasoned meat sauce, chopped onions, celery salt, and yellow mustard on a bun. Sometimes called 'Coney Island' or 'New York System' Hot Dogs.
- **Indian Pudding** — A porridge made from cornmeal, molasses, and spices like cinnamon and ginger. A traditional recipe that was considered old-fashioned by the 1920s, when prepackaged puddings and jellies became popular.
- **Moxie** — a sweet carbonated beverage flavored with gentian root, giving it a pronounced aftertaste, considered unpleasant by many.

* Diner width was limited by the size of rail-road lines, which were the primary means that diners were transported to their ultimate locations.

A MENU FROM 1928

Here is a sample menu from the Miss Florence Diner, of Florence, Massachusetts. The Miss Florence's menu reflects the sort of things offered by diners looking to attract a wider customer base, including women.

- **Steaks and Chops** — Steak, lamb chops, pork chops, fried sausage, hamburger steak... 35¢ to 65¢
- **Eggs and Omelets** — 2 Eggs with ham, bacon, or toast; ham, cheese, western, or plain omelets... 30¢ to 45¢
- **Potatoes** — French fried, mashed, boiled, baked, Lyonnaise; hash browns; potato salad... 10¢ to 20¢
- **Vegetables** — String beans, green peas, stewed corns, stewed tomatoes, spinach... 10¢
- **Relishes** — Hearts of celery, green olives, stuffed olives, pickles, chow chow... 10¢ to 20¢
- **Sandwiches** — Ham, egg, cheese, western, chopped ham, fried ham, chicken (hot and cold), club... 10¢ to 40¢

- **Fruits and Salads** — Fruit salad, grapefruit, peaches, pineapple, banana, prunes, sliced oranges, pudding, ice cream, pie a la mode, orange juice... 10¢ to 20¢
- **Desserts** — Jello with cream, baked apple, raisin cakes... 10¢ to 15¢
- **Cereals** — Oat meal, cornflakes with milk, Post bran flakes, Shredded Wheat, Kellogg's Pep, Grape Nuts with milk, French toast with syrup, buttered toast, milk toast, griddle cakes... 10¢ to 35¢
- **Pies** — Blueberry, apple, strawberry-rhubarb; oat meal cookies, doughnuts or crullers, coffee rings... 5¢ to 10¢
- **Coffee, Tea, Etc.** — Coffee, tea (one pot), milk, Postum*, cocoa, iced coffee or tea... 5¢ to 10¢

* Postum was a "roasted grain beverage," served hot, as a caffeine-free substitute for coffee sold by Post Cereal.

Cuisine

Most diner meals were prepared fresh and served hot. Smaller diners, lacking storage space, favored canned or dried products. The ideal food for diners are those that can either be prepared quickly — egg, hot dogs, a grilled sandwich — or those that can be prepared in large quantities in advance — mashed potatoes and gravy, baked beans, pies. Menus also included regional specialties — see the sidebar on page 27. Coffee, tea, milk, and bottled soda (commonly called 'tonic' in parts of New England) are generally available. Fruit juice is sometimes to be found, but in summer months lemonade is common, as is iced tea. Soda fountains were generally the province of drugstores and larger restaurants.

Most diners came equipped with a gas stove, a grill, an oven, and (by the late 1920s) refrigerated storage. Electric ovens and griddles, easier to move than gas ones, are increasingly popular and came standard from certain diner manufacturers; toasters are ubiquitous. Dishes are ceramic, heavy, and sturdy; dishes are constantly being washed, often visibly behind the counter by a busboy. Some diners have dishes and flatware marked with the diner's name, for promotional purposes and to reduce theft.

Culture

Diners were mostly a lower- and middle-class phenomena, but were generally regarded as a respectable place to dine by all but the most hide-bound New Englanders. The transition from night lunch wagons to serving food

at a fixed location helped to improve their reputation from a spot for lowlives and rowdy drunks to respectable establishments. The diner's low-cost food and quick turn over continued to make them attractive to working and middle-class customers*, regardless of other changes in the industry. Some diner owners who were in business near train stations, schools, or offices blocks improved amenities to make their establishments more like a traditional restaurant to attract a more upscale crowd, installing curtains and awnings, sometimes even adding facades to conceal that the place was a diner at all. Perhaps most effectively, menu expansions made diners more attractive to the general public.

One of the most notable changes in diner culture in the 1910s and 20s was the push by many diner owners to attract women customers. In addition to basics like replacing counters and stools with small booths or tables, many owners assume that more female customers might be attracted by beautifying the diner's interior — placing flowers at table for example — and by softening the more masculine elements of the place, such as prohibiting pipe and cigar smoking. Diners looking to attract female customers often explicitly advertised, posting "Ladies Welcome" signs or positioning a baby carriage in front of the building.

* Some towns, like Arkham, placed an outright ban on all-night food service, which combined with the decline of the city's industry and the closure under Prohibition of its public bars, pushed the city's diners to shift their hours away from nighttime hours to early mornings and afternoons. All night diners and even 24 hour establishments remain in more open towns, such as nearby Bolton.



Arkham's Diners

Aunt Lucy's (A134)

237 W. Armitage St.

Customers

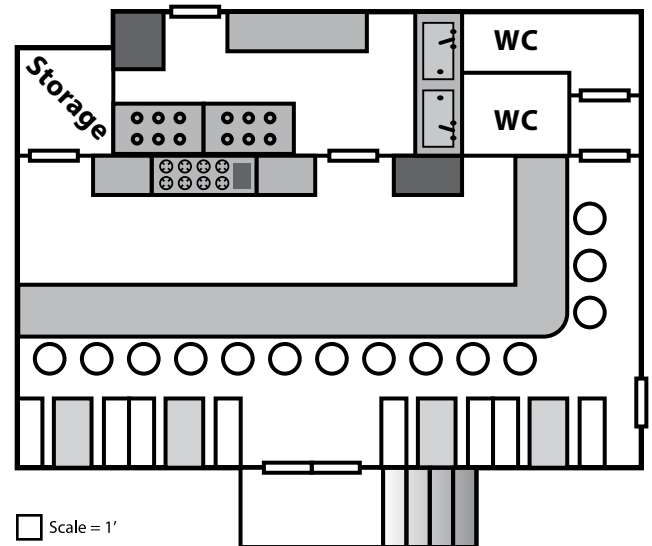
Aunt Lucy's is patronized predominantly by working-class people for breakfast and lunch, and single young professional types (men mostly) for the early dinner. The customers are loyal, perhaps to a fault, as while many have noticed a gradual decline in the quality of the cooking the past few years, customers still flock to the diner. The first diner in Arkham to attempt to attract female customers, Aunt Lucy's advertises this fact by setting a baby carriage by the main door during business hours.

Aunt Lucy's is also the diner frequented by the staff of the *Arkham Advertiser* (A130), especially reporter Roberta Henry. The table farthest from the door is the de facto second office of the *Advertiser*. Confidential sources might be met elsewhere, but having a public chat with Roberta at a table at Aunt Lucy's is a quick way to get people talking in Arkham.

We have omitted the Orchard Run Café (sometimes in the text called the Orchard Run Diner), as described in *Dead Light*, which is nominally set on the road between Arkham and Ipswich. While not an impossibility (see the comments about the Hi-Way Diner's Club on page 27), the layout of the diner given in the scenario seems to have been based on diners constructed in the 1950s or later.

Detail-minder Keepers might also note that the board game *Arkham Horror* includes a location called Velma's Diner, possibly named after noted occult investigator Velma Dinkley. Like so many other locations unique to that fine game, we regard it as non-canonical.

AUNT LUCY'S



Staff

Lucille Carney, for whom the restaurant is named, operated a night lunch wagon at the corner of West Armitage and Brown streets for many years. Based on that success, the family invested in a small Worcester Lunch Car Company diner in 1912, featuring her name and recipes. That initial success led to the purchase of a larger diner in 1924, which operates under the same name.

The diner is still run by members of the extended Carney family, with Brian Carney, her nephew (age 49), in charge of day-to-day operation. Brian is an indifferent manager; he enjoys glad-handing customers more than he does supervising the two cooks and their assistants. The quality of food has suffered, varying from cook to cook. For example, Martin O'Shea, the head cook's alcoholism has become acute of late and his cooking has gone from inedible to, on a good day, adequate. Employee morale is poor and only getting worse, leading to bickering among the staff, sloppy work quality, and a steady uptick in pilfered tips and purloined food. Worst of all, Carney has made use of his position as manager to hire a series of young women, ostensibly to wait tables and take orders, but with the unspoken intention of bedding them. His relationship with Carole Bellman (age 22) is known to most of the staff, including several members of the Carney family, but overlooked out of a desire to avoid trouble. It is very likely the coming Crash will force Aunt Lucy's to close, though no-one there currently realizes how precarious the financial situation really is.

Specialties

The menu is a tour of traditional New England cuisine; despite all the turmoil behind the counter the beef stew remains tender and delicious and Lucy's original recipe for mashed potatoes (the secret is chicken stock simmered with mushrooms) is often copied but not surpassed.

Aunty Lucy's used to have an exclusive deal with Taranowski's Bakery (A217) to provide rolls, buns, and sandwich bread to the diner, but a recent dispute over prices has ended that relationship, regrettably.

A few months ago the diner installed a soda fountain — a first outside of Marsh's Confectionary (A431) or Woolworth's (A433) — but they only serve Clicquot sodas thanks to a 2-year contract Brian ill-advisedly agreed to. A stand-up Clicquot Eskimo in the front window makes sure that passerby know what is on tap, so to speak.

Notes

Table cloths, floral curtains, and flowers at every table lend the place a certain air of propriety, despite the lack of table service and general clamor during busy hours.

A large (albeit inexpertly painted) portrait of the late Lucille Carney hangs at one end of the diner, by the restroom doors. Customers who comment upon it in any manner aside from complimentary will raise the ire of the staff, particularly the members of the Carney family, as the portrait was painted by the deceased woman's great-niece (and Brian Carney's daughter), Margaret Carney.

Bee's Diner (A210)

332 E. Curwen St.

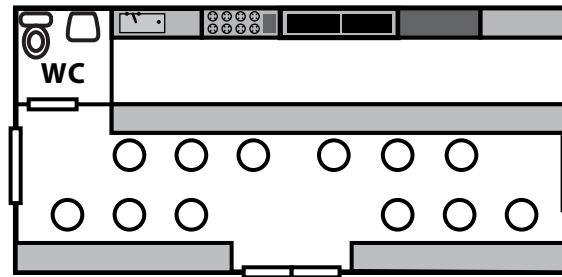
Customers

Bee's customers come in two varieties — working men at breakfast and white-collar office types at lunch — three varieties if you include Philip Osgood, a love-struck Miskatonic University Sophomore (see below). The breakfast customers are mostly laborers — less taciturn and in a hurry than those who patronize the Fleetwood — and there a certain informal comradery among them as they discuss the news of the day, gossip, and endlessly debate sports. The lunch crowd is larger and a little less social, but not unfriendly. If there is not a line, patrons are welcome to read the newspaper and nurse a hot cup of coffee indefinitely.

While Aunt Lucy's is favored by the staff of the *Arkham Advertiser*, the staff of the *Arkham Gazette* (A108) prefers Bee's. Many of the employees, particularly the orderlies, at the Arkham Sanitarium (A201) also frequent Bee's, sometimes forgetting to remove their white jackets before sitting down. Bee's is also the go-to diner of the Arkham Police Department and staff members at the Arkham Court House — there are few places in Arkham more secure than Bee's during business hours.

As for Mr. Osgood, he is smitten with Louise Kohler, the 22-year-old granddaughter of Berdy Kohler (see below). Louise works the counter and helps out around the diner most days. Two years her junior and, worse, an Episcopalian (the extended Kohler family is Catholic), the couple has kept their romance a secret; he eats at the diner whenever she is working just so that he might

BEE'S DINER



□ Scale = 1'

see her. He has taken to leaving her little notes on the counter or tucked into a book, usually passable snippets of romantic poetry, but sometimes planning their next secret rendezvous. While she was initially lukewarm on the somewhat awkward Osgood, she has been charmed by him and the pair will elope this spring, briefly causing a stir. The Kohlers will come around quickly to the match while Osgood's patrician parents will take several years to give their blessing to what is a most happy union.

Staff

Bee's diner is owned by Berdy Kohler, German born but Arkham raised. His nickname, 'B,' was the inspiration for the diner's name — the flourish of a buzzing bee painted onto the sign was artistic license that he has grown to tolerate. As Kohler is in his late sixties and in only moderate health, day-to-day operations are managed by his eldest daughter Lille Carlsen and two of her adult sons. There is a good chance that any given member of the staff is one of Kohler's grandchildren. Lille does not view this as nepotism so much as a means to whip some responsibility and discipline into the extended Kohler brood, with her father's unambiguous approval. Employees, family members or not, are expected to be at work on time and do their jobs well and without complaint.

Specialties

Even Arkham's more respectable dining establishments' offerings are considered second-best to Bee's famous clam chowder. Technically the dish is a seafood chowder — while the recipe is a closely guarded secret (and one of the few dishes Berdy still has a hand in making), diners have found bits of scallop, lobster, and minced bits of assorted whitefish to enrich the pot. He also makes his own vermouth for use in the soup... mostly. Other seafood dishes are excellent, in part because Conrad Kohler, brother of Lille, lives with his wife and family in Kingsport and, most days, is able to get the pick of the catch from Kingsport's fishermen as they return to port.

Bee's other best-known dishes are seasonal specialties — maple ice in the spring, chilled watermelon soup in the summer, Oma's apple streusel in the fall, and oven-roasted

pork with pickled cabbage all winter long. The pie (apple, blueberry, lemon meringue, and, in the fall, pumpkin) is generally good too.

Notes

It was Lille's idea to add some of the homey touches that have made Bee's somewhat of a draw for Arkham's shop-girls and female office workers; not only is there a "Ladies Welcome" sign out front, but Bee's offers free tea to its female customers. It is also her husband Magnus' family recipe for maple ice that brings lines of customers in every spring. Berdy is justifiably proud of his daughter's successes. The family is considering opening a new location, either a larger diner or even restaurant proper somewhere else in Arkham.

Fleetwood Diner (A202)

715 Dyer St.

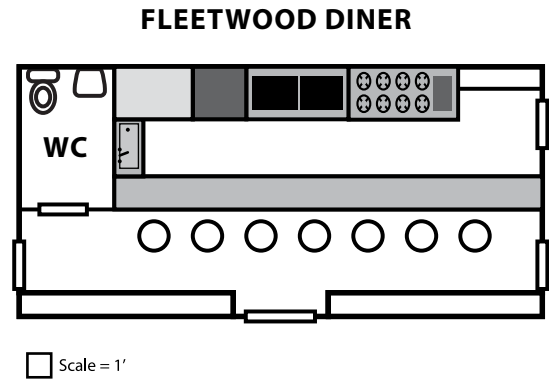
Customers

Most diners here, especially in the morning, are primarily interested in eating their orders and moving on. Anyone, particularly those sitting at one of the stools, who deigns to open a newspaper or otherwise appears to be tarrying too long, will earn sidelong glances and unhappy glares at first, and eventually a tap on the shoulder and a request to move things along. The breakfast clientele is exclusively male though a few women take their lunch here regularly. Investigators of more than moderate means (with a *Credit Rating* of 35% or higher) might get curious looks, but only those who are obviously 'slumming it' and making sport of other customers will be, politely, urged to take their meal at the larger Grafton Diner or perhaps (sarcastically) Crawford's Restaurant (A219).

Due to the proximity of the Fleetwood and the pick-up point for the Innsmouth bus (A203), the Fleetwood is one of the few places Innsmouth natives might be seen together in Arkham. The bus departs daily at 8 am for Innsmouth, and most mornings at least one or two of the port town's ill-favored residents come in for a meal before the trip. On rare occasions several Innsmouthers come in together and dine at one of the benches, inspiring the witnesses to gossip about the degeneracy and ill-health of the place. Listening in on this gossip imparts 1d3 points of *Innsmouth Lore*; asking after Innsmouth will result in suspicious looks and stern, but vague, warnings to avoid the town altogether.

Staff

Few customers, at least initially, can pick out the Fleetwood's manager, Jim Moulton. Just over sixty, he has worked the grill at the Fleetwood for nearly two decades, training more than a dozen other cooks in the art of making good food very quickly. Moulton works nearly every shift, save for taking one



day off, Sunday excepted, every two weeks, where he usually takes in a movie at the Amherst Theater (A225), before retiring, weather permitting, to read a stack of magazines and smoke a cigar or two on Independence Square (A218).

Moulton is a devout Methodist-Episcopal and he attends church at the Asbury M.E. church (A208) with a regularity that surpasses even his time at the Fleetwood. Occasionally he hires on troubled young congregants or men who have come to the church in need of aid, usually as dishwashers and the like. Some might raise an eyebrow at the paltry salary these fellows are given, but Moulton considers it to a form of charitable giving. While the pay is quite poor, they are always well-instructed, and more than one has gone on to work at another restaurant in Arkham. One such young man, however, was caught pocketing money from the till and Moulton broke his wrist; no charges were filed and the man quietly left Arkham.

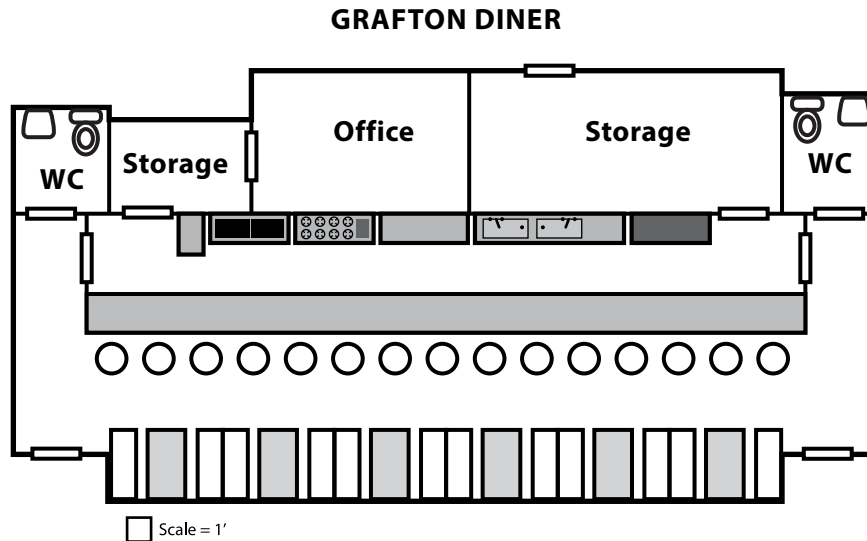
Specialties

Last year, against his better judgment, Moulton was talked into a deal by a salesman for the Bolton Bottling Company to put up a lighted sign atop the Fleetwood, flanked by ads by their 'Washington' brand cherry-soda. While he thinks it tastes like sweet cough syrup, customers cannot get enough of the bubbly brew and sales of the stuff have been brisk.

Though best known of its breakfasts (which are ample and excellent), the Fleetwood has the best hamburger in Arkham, with a grilled patty on a toasted Kaiser roll and topped with lettuce, tomato, sautéed onions, and sweet tomato relish. It comes with a dill pickle spear and potato chips for just 15¢. Miskatonic University President Dr. David Wainscott (A625) is an enthusiast and often dispatches a secretary to pick him up one for lunch, sometimes even venturing over himself when the weather is fine.

Notes

In addition to its proximity to the bus station, there is a public telephone booth next to the diner (visible from most of the seats on one side), a fact that might be of use to investigators who need to make a quick call.



Grafton Diner (A138)

106 W. High Lane

Customers

The Grafton advertises in every newspaper up and the down the Miskatonic Valley, helping to guarantee as much business as possible from those passing through Arkham. As such, many of the Grafton's customers are out-of-towners, grabbing a quick meal the shortest distance from the train station. By each entrance are bowls filled with complimentary green matchbooks, each bearing the diner's name, likeness, and address. These matchbooks are found in the pockets of many travelers and businessmen in the Miskatonic Valley and beyond.

As the sole public eatery permitted to be open on Sundays, the clientele is much more diverse that day, with everyone from out-of-towners staying at smaller hotels without dining services to lonely souls looking for some company. On average the Grafton does 1/3 of its weekly business on Sundays; lines are to be expected.

Staff

The Grafton's current owner is Irene Bessey (age 54), widow of the previous owner Robert "Handsome Bob" Bessey, a former prize-fighter, who named it after his hometown in central Massachusetts. Mrs. Bessey had no interest in restaurants or running one but, after her husband's unexpected death in 1926 (six months after he opened the diner), she has provided for herself by making sure the Grafton turns a steady profit. Bessey is not generally involved in day to day operations, but she is keenly attentive to the quality of service, food, and the state of the books. She watches over all of them with the same level of care.

While she is on the premises most afternoons and some evenings (there is a small office off the kitchen area), the diner's operating manager is Michael Lawson (age 36),

a serious young man and proficient supervisor. What he lacks in charm he makes up for in effort and a knack for hiring motivated workers.

Lawson served with the so-called 'Polar Bear Expedition' to Archangelsk during the Russian Civil War, where he lost 3 toes and part of 2 fingers due to frostbite. He rarely talks about his service but from time to time surprises a customer with a few short phrases in Russian. Most of the rest of the Grafton's staff are like Lawson — quiet, but efficient — but due to the comparatively poor wages offered, the diner has difficulty in retaining skilled cooks and the quality of the cooking tends to fluctuate. Behind his back, the employees refer to Lawson as 'Sarge,' mostly with affection. Mostly.

Lawson is a soft touch for vets with a hard luck story, a fact well known among Arkham's hobos and drifters. In Lawson's eyes, he'd rather be conned out of a free meal than let a fellow soldier go hungry; he pays for these meals out of his own pocket.

Specialties

The Grafton is better known for speed of service and cleanliness rather than any particular dishes. The Sunrise Special — two eggs (any style), toast and jam, corned-beef hash, and potatoes O'Brien runs 25¢ and is popular with travelling salesmen. The enormous Monel percolator, while not making Arkham's finest brew, is never empty, and the only mugs the Grafton's staff allow to be empty are either being washed or were just spilled.

Notes

Because of its proximity to the B&M Train Station (A132) and ubiquity of outsiders provides excellent cover, the Grafton Diner has sometimes served as a useful meeting point for the agents of the Mi-Go who have been tasked with monitoring Professor Wilmarth (A611) and other targets of the aliens in the Arkham area. Ed Dunlap (A135) is a frequent customer, as is Curtis Sloan (*The Arkham Gazette* #0, p. 10).

Bobby Sills (A412), mobster Danny O'Bannion's second in command, likes to use the diner as a place to be seen when he needs to establish an alibi or to make a clandestine drop. His preferred method for the latter is to slide a note behind the bathroom mirror with a key for a locker at the train station.

Graham's Lunch Cart (A452)

Next to Christchurch Episcopal Church (A439)

Weekdays 5 am to 2 pm; operated by 'Mother' Philomena Graham

Customers

Working men of all kinds make up the bulk of the Grafton's customers, with a smattering of clerks, shop girls, and a few Miskatonic University employees willing to walk a little farther off campus to avoid the students.

One of Graham's most loyal customers is Father Anthony Morency, of the Sacred Heart Church (A907) on French Hill Street, who comes by every day he can for lunch. From time to time he uses the excuse of wanting to take his lunch at Graham's to button-hole a parishioner to accompany him in order to have a private chat, having found a stomach full of Mother Graham's cooking helps to unburden the heaviest heart.

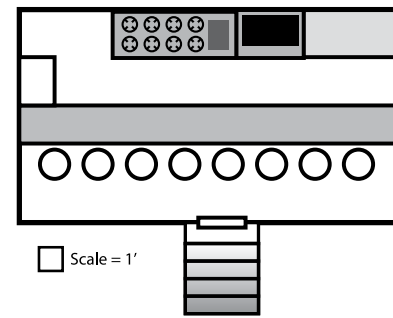
Another regular customer is *Arkham Gazette* reporter Willard Peck (A108), who has been a customer since he was a boy. He usually takes one or two meals a week here, despite being some distance from either his home or office, and feels that eating here helps to keep him connected to the average Arkhamite. He also loves their grilled ham and cheese sandwiches, but tends to favor the former reason if asked about his dining preference.

Staff

'Mother' Philomena Graham, aged 73, is the heart and soul of the business. Despite her age and apparent infirmity, 'Mother' Graham opens the business every day, arriving at 4 in the morning and staying until noon, when she turns things over to Irene Gould, age 41, her second-in-command. Gould is a widow who lost her husband in an accident at the Arkham Worsted Mill more than a decade ago and both her children to the Spanish Flu in 1919. She is deeply devoted to Graham whose friendship saved her in her darkest days. When Graham heads home for the day, Gould takes over counter service and is responsible for depositing the day's take to the Miskatonic Valley Savings Bank (A234); several members of the Finns (A512) have noticed this and have idly discussed robbing her.

There is barely enough room inside the car for the three employees within — one handling food preparation, one doing the bulk of the cooking, and one to handle

GRAHAM'S LUNCH CART



sales as one-half of the cart is taken up by a long, time-worn marble counter and stools for up to eight customers. A fourth employee, the runner, works on the outside of the cart. The job rotates between a small cadre of young boys, aged 10-16, who can run to the grocer if they run unexpectedly low on something, keeps the area around the cart clean and tidy, and on those extremely rare occasions, can run and find the nearest patrolman should there be some problem.

Graham knows her customers quite well, despite being partially deaf and with a mild cataract in one eye, she usually starts jotting down their orders in her idiosyncratic short-hand before they say a word. Her memory is excellent and, should she witness some odd event, can relate the details with great clarity. She is aware that, considering her age, she has only a few years left in her and has been quietly making plans in the event of her death. Unbeknownst to Mrs. Gould, she is the main beneficiary of Graham's will and, after her passing in 1935, she uses that not insubstantial bequest to start her own restaurant.

Specialties

Mother Graham's clam cakes are one of the finest dishes in Arkham, even if only a small segment of the city's populace realize it. Each one is made by hand, and fried in a pot that hasn't been scrubbed since before the Great War.

Notes

Most breakfast customers dine inside the wagon, if there is room, while those coming for lunch tend to favor the take away window. One of the sure signs of winter's approach is when the wagon's door is closed during business hours, as the heat within is generally notable.

There is always a small number who choose to eat nearby, sitting on the curb or on the steps of Christchurch Episcopal, a habit which is tolerated so long as you do not block the doors and clean up after yourself. The city of Arkham has installed two large trash cans between the church and the cart's usual spot to help reduce litter.

Randolph's Nite Owl (A311)

538 Noyes Street

Closed

Notes

For more than a decade Randolph's Nite Owl was a fixture in East-town. Due to the proximity to Arkham's railyard, the diner operated extended hours, unofficially open twenty-four hours a day for a stretch during the Great War when local industry was producing woolen goods for army. The clientele was mostly working men — railroad workers, laborers, slaughterhouse workers, teamsters, warehousemen, etc. The small Worcester diner, had space for 14 diners at a time, and served a decent meal for the price. Unlike many of Arkham's businesses' the Randolph was open to Negroes, though they were generally expected to eat outside.

Unfortunately, a serious kitchen fire in 1922 forced the diner to close. While the owners originally planned to repair and reopen the business, a declining customer base — caused in large part due a series of layoffs at the Arkham Worsted Mill (A309) — and the high costs, delayed the work and eventually the plans were abandoned. Today the Randolph stands empty, and more than a little worse for wear. In addition to the damage caused in the fire, time and vandals have managed to smash every window and strip away any features not bolted down, save for the large electric sign that hung over the roof simply saying "EAT." If the diner itself is not sold within a few years, the damage will be too great to be repaired; demolition looks increasingly likely.

On several occasions, patrolmen from the Arkham Police Department have been dispatched to investigate reports of lights seen inside the disused diner and noises heard within. So far no sign of intruders has been found and, despite having replaced the locks and reinforced the boards nailed over the windows, the calls continue to come in, at least once a month.

The Walnut Street Diner (A918)

207 E. Saltonstall Street

Weekdays 6 am to 3:30 pm

Customers

The Walnut Street Diner is definitely a working-man's establishment and most customers are locals from French Hill and South Arkham. A few adventurous Miskatonic University students have found their way her, drawn in by the better quality of food and coffee compared to the usual collegiate fare. There is a bit of a rush around 7 and again at noon, but most of the day there are more empty seats than occupied ones. Good word-of-mouth has kept the diner open and, slowly, growing its customer base.

Staff

The Walnut Street Diner's most notable employee is also its owner, Louis (pronounced *Lou-ee*, though he will answer to *Lewis* or even *Lou*) Deroche, a fifty-one-year-old native of Louisiana. He's worked as a porter, a teamster, a stevedore, and a cook up and down most of the eastern seaboard.

OTHER CHEAP EATS

Diners are not the only option for a quick and inexpensive meal in Arkham:

BELL CAFÉ (A437A)

132 E. Main St.

Open 6 am to 3 pm, the Bell café offers well-made diner-style food in a larger space and with table service. Popular with white-collar workers from Arkham's business district and Miskatonic University students and staff as it is the closest actual restaurant to campus. Bell's has a habit of poaching employees from the Fleetwood and the Grafton Diners, offering a slightly higher pay for similar work. The window booths offer a chance to watch much of Arkham walk by over ham and eggs.

CHURCH STREET CAFETERIA (A440)

NE Corner of Church and Garrison

Open 5 am — 2 pm. Hands-down the cheapest meal in Arkham, the Church Street Cafeteria provides no-frills,

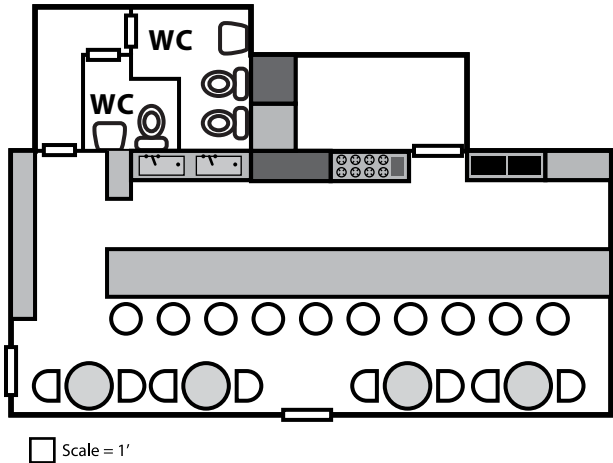
mass-produced meals, sold by the plate. If you just want a plate of spaghetti or beans and franks, you can dine for just 15¢. Some days there are more Miskatonic University students here than in the Orne Library. The coffee is notoriously bad; some quietly bring in a Thermos of their own or make due with tea.

DESOLATE HIGHWAY CAFÉ (A131)

387 W. Armitage St.

Open Tuesday through Saturday, 11:30 am — 1:30 pm and 4:30 pm — 9:30 pm. The closest equivalent to a headquarters for Arkham's tiny demimonde, the Desolate Highway Café is a haven for writers, poets, poseurs, hangers on, etc. The food is of good quality for a price only slightly higher than your average diner — you are charged by the cup for coffee however! The odds are much greater your meal might be interrupted by an impromptu reading of some budding poet's verse here than any of Arkham's other dining options.

THE WALNUT STREET DINER



Louis employs three other assistant chefs — Carl(o) Niglio, Emile Blanchard, and Ernest Robek — but he only trusts Robek to work a shift without him. Also on-hand most times of day there are also several counter ‘girls’ (none are younger than 40), who take orders, handle the cash register, and serve drinks. A busboy/dish washer removes dishes and generally works to keep the restaurant tidy.

Louis lives in a small house on Whateley Street with his wife Christine-Marie, age 38. Deroche and his wife are Creole, though this is not something he often discusses with customers, many of whom assume him to be Latin (Hispanic) rather than, as he is described in the racial vernacular of the day, as a ‘high yellow’ negro. He is not ashamed of his heritage, but rightly assumes that clarifying his ethnicity to ill-informed patrons would do nothing to help his bottom line.

Specialties

In addition to Deroche’s particular coffee offerings (see below), one of his chefs, Emile Blanchard who is French-Canadian, has convinced his employer to add

several specialties particularly beloved by his community, including tourtière (meat pies; chicken and ham 10¢, beef and salmon 15¢) and cretons (a spreadable blend of pork and onions; it is listed on the menu as “Toast with Ham Spread” for 10¢). Blanchard has been toying with the idea of starting his own diner, if he can save enough money.

Notes

This 1916 Worcester Lunch Car diner was originally installed in Peabody, Massachusetts, where it first operated as Hamilton’s Lunch and later as Wright’s, until closing in 1923. Louis Deroche purchased it in 1924, had it refurbished, and relocated it to Arkham where it reopened as the Walnut Street Diner in the same year.

As the only full-service diner south of the river, the Walnut (as it is sometimes called) does a passable business though, as the owner volunteers to anyone who asks, things could be better... perhaps you can get a friend to join you next time?

One of the few conventions of his birthplace that Deroche has brought from home is his love of chicory coffee, offering it alongside the more standard fare. He mixes it with milk, in the New Orleans style (*au lait*) unless otherwise requested not to.

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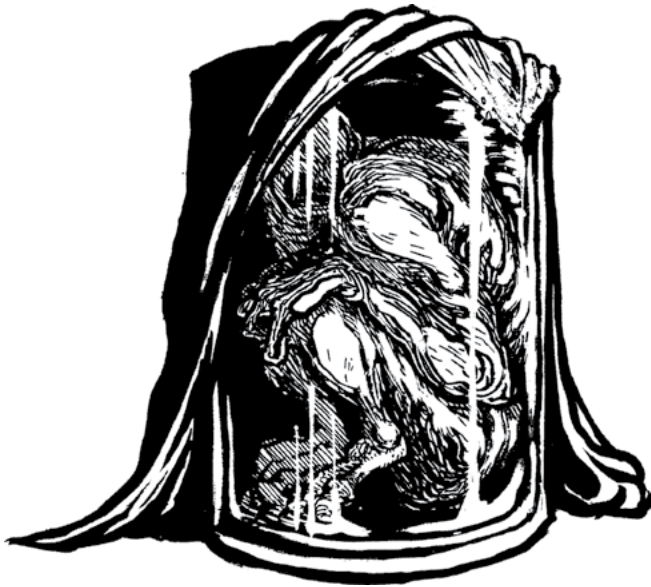


Scenario Seed

Arkham Curios

by Evan Van Elkins, Chris Huth, and Bret Kramer

The Thing in the Jar



The thing packed into a glass jug of formaldehyde is, most likely, some sort of primate. It's skin is puffy, corpse-white, hairless, and flaking — if the jar is disturbed, small skin-flakes waft through the formaldehyde like snow in a snowglobe. The jar is large and thick, its distortions making an assessment of the whole thing inside's shape difficult, but a *Zoology* roll notes some superficial resemblance to a young baboon, probably of the species *papio hamadryas* or *papio anubis*, although a highly deformed specimen thereof. It lacks a tail entirely, the head is notably macrocephalic, even for a juvenile, and the torso proportions are more those of an ape or hominid.

History

The provenance of the jar is unclear. A shopkeeper or medical professional might be able to place the age of the jar at around thirty years old; a small remainder of a torn-off label has the digits "189" or "185," although there's not enough to specify if it is a year or a catalogue number.

Placement

Curios and Antiques (A418), a crate under the stairs of the Miskatonic Science Hall (A609), the basement of the Arkham Historical Society (A901), the estate sale of a witch-connected family

Secrets

If the jar is opened and the body is exposed to air, a foul smell stronger than formaldehyde burbles out. If the scent is released in Arkham, the Thing's 'family' will sniff it out and retrieve the corpse in 1d6 nights. If possible, they come for it from a subterranean route, tunnelling into basements or backyards. If that isn't possible, they might resort to subterfuge or threats of force.

The Night Flyers



Advertising was as ubiquitous in the 1920s as it is today, perhaps even more so. Recently posted throughout Arkham have been handbills announcing various performances at the New King Theater, an otherwise unknown venue. The ads are only infrequently seen, but have piqued the curiosity of certain sensitive types around town. They advertise a

mix of contemporary performers and others with names or skills of a far more outlandish, even improbable, sort.

So far the identify of their creator is unknown; they always appear overnight and no one is ever spotted posting them.

History

A *Library Use* roll will discover that there was once a King Theater in Arkham — a music hall (and later a vaudeville theater) that stood on Fish Street, just south of Independence Square from 1858 to 1896. It burned to the ground that year, taking the life of two actors, an actress, and a stagehand who were rehearsing for a new musical review. The site is now occupied by the Wilson and Edgar Corset Company, shuttered since 1915.

Contacting any of the performers listed on the posters reveals they know nothing of the shows in question, or the New King Theater.

Placement

Anywhere around Arkham or nearby towns, usually intermixed with posters and bills for other shows, goods, and services.

Secrets

The posters could simply be a hoax, created by bored Miskatonic University students, perhaps part of some elaborate prank or as an actual advertisement for a nighttime performance inside the corset shop (taking full advantage of the eerie, abandoned interior). They could be some anonymous artist creating their own odd sort of Dadaist installation across Arkham. Or they could be some covert means or some unknown party to communicate secretly. They could also be a manifestation of the malign powers of the King in Yellow; Keepers who have run “The Bosworth House” in this issue might make good use of such inexplicable advertisements from beyond; they might also simply be the symptom of an investigator’s whose mind has snapped, seeing secret messages in innocuous posters.

The Black Vestments

Secret societies, occult groups, and Mythos cults all tend to have a certain volume of paraphernalia — robes, jewelry, mystic symbols, and the like. The best efforts of arson-inclined investigators aside, sometimes this paraphernalia survives the destruction of the cult, or the disassociation of its members. This is one such surviving set.

These half-dozen floor-length robes of faded purple wool are all cut to roughly the same length and would

comfortably fit someone up to about 6’ tall, with hoods and a sleeves long enough to cover the arms and hands. The set includes one stole embroidered with arcane symbols in red and gold thread. Also discovered with the robes are several small amulets, most bronze with one silver, on steel chains. The amulets are flat and vaguely eye-shaped, with a single symbol or glyph centred on each side. The symbols resemble the ones on the stole, but with slightly more detail or stylistic flourishes.

History

The 1920s are the tail end of the “golden age of fraternalism,” when almost two out of the every five people in the United States belong to a fraternal society of some kind. In addition to the Masonic and Odd Fellows’ lodges, knightly orders, there are immigrants’ benevolent societies, mystically inclined societies, and fractious new religious sects of varying orthodoxy competing for the same members.

This makes it difficult for Investigators to pin down the origin of the vestments. Investigators who are members of fraternal orders (or succeed in an *Occult* roll) will recognize the style as more or less similar to plain Odd Fellows robes, with matching hooded capes. Though there is no Odd Fellows Lodge in Arkham, several of Arkham’s citizens are members of the Beverly lodge.

Investigators may learn something more about the robes through several avenues - the results of which will greatly depend on the vestments’ origins:

Is the fabric cheap or repurposed from elsewhere? Or is it expensive or rare? Are there traces of the unnatural in its manufacture, or is it from a wholly alien source?

Were the garments hand-made, or manufactured using an industrial process? Is there evidence of now-unused tools or techniques, or does it seem to have been made contemporarily?

Are the symbols drawn from common occult traditions—astrological signs, Egyptian hieroglyphs, pyramids-and-eyes—or do they point to a mythos connection—Aklo glyphs, the names of Great Old Ones, signs familiar from half-forgotten dreams?



Placement

This lot of occult bric-a-brac might turn up in nearly any attic in Arkham, discovered unexpectedly in storage at Miskatonic University, hidden in a secret room at the vacant Bayfriar's Church (A707), or sold at auction by the Arkham Police Department (A228).

Secrets

It is the Keeper's choice as to which organization the vestments came from, if any. Possible options include the Witch Cult (perhaps some satellite proxy group directed by one of the coven members; A1007), the Chapel of Contemplation (a branch of the Boston church), one of Miskatonic University's fraternities, Asenath Waites' circle (A1012), the Eye of Amara (A909), etc.

Depending on the nature of the vestments, they may have some inherent supernatural power or effect.

An Inscribed Jawbone



The jawbone of a large humanoid, larger than all but the biggest humans. Only a few teeth remain and the condyles on one side have been broken off. Much of the surface has been covered with scrimshaw. Most of the figures are geometric in nature but intermixed between these are some stylized human figures carrying what appear to be spears hunting what looks to be a deformed quadrupedal figure several times larger than the surrounding hunters.

History

A ½ Anthropology roll or a Knowledge (Art) roll will identify this as a piece of scrimshaw of Inuit (or as they were referred to in this era, Eskimo) manufacture. An expert can identify the likeliest place of origin to be Western Greenland, probably carved in the early 19th century. The style of carving suggests an inexperienced carver or someone working under less than ideal conditions. The nature of the quadrupedal creature is unclear as it does not conform to any real animal or common mythological creature.

Placement

The jawbone may have come to Arkham via the now nearly extinct whaling industry, any one of many Arctic expeditions conducted by the United States government, and universities. Miskatonic University itself funded a botanical, geological, and cultural survey of Disko Island and coastal areas of the Vaigat Strait in 1885. It might serve as an elderly professor's paperweight, stuffed into a box in the attic of the Science Hall (A609) or Liberal Arts Building (A611), or displayed as an unusual family heirloom. The Miskatonic University Exhibit Museum (A624) is another likely location, probably filed away in a drawer rather than on display.

Secrets

The jawbone is indeed not from a human. Consider any of the following as options as to its origin:

It is from a voormis, hairy humanoids that once dwelt in Hyperborea. As such, this specimen would be of particular interest to scholars such as Terrence Bhule (*The Trail of Tsathoggua*) or Dr. Joseph Burlington ("The Dig," *Terrors from Beyond*).

The bone comes from an adlet, creatures from Inuit lore, said to be human from the waist-up and canine below.

It is the jaw of a wendigo. As such it might cause cannibalistic nightmares or, alternatively, serve as a ward against the attacks of these creatures.

The Witch Doll

A porcelain-headed doll of an old woman in colonial garb. Very fine details have been captured in the making of the doll, including tiny buttons, and diminutive leather shoes. Most remarkably the doll's head appears to have been cast specifically for this doll — a wrinkled, scowling face rather than beatific one in the style traditionally used. Upon examination, the investigator will realize that there is also a tiny hempen cord (3') coiled around the doll's neck, complete with noose.

History

The doll was part of a set made by Hilda Francks, an Arkham dollmaker, and was sold at a now defunct Arkham toy store around the turn of the century. The route from initial purchase to current owner can be as simple or complex as desired. Bad luck seems to follow along with the doll — anything ranging from minor accidents to family-wide tragedies are possible, as the Keeper wishes — though the associated mishaps should not be outside the bounds of reasonable misfortune. Despite these mishaps, the doll has survived more or less intact, save a long-lost broom.



The other dolls from that set, six in all, may be able to be found with enough searching. They are “the Reverend,” “an Indian Brave,” “a British Red Coat,” “Puritan Goodwife,” and “Goodman Farmer.” Unless the Keeper wishes, these other dolls have no supernatural connection.

For more information on Hilda Francks, see “A Painted Smile” by Richard Watts, from *Tales of the Miskatonic Valley*.

Placement

The doll might be found any place a doll could reasonably turn up — the attic of an abandoned house, among a child’s things, among the unwanted items donated to a local church or charity, or tucked onto a dusty neglected shelf at the Diamond Credit Agency (A209).

Secrets

The doll is not just a generic witch but was, subconsciously modeled upon Franck’s ancestor Goody Fowler (see A404 and A1009). Because of this, the doll has a supernatural link to the now-spectral witch. It is possible her ghost might be able to manifest remotely, in limited ways, through the doll, perhaps poltergeist-like phenomena at first, escalating to nightly “night-hag” experiences where the victim feels like they are being choked by the phantom witch. The doll might also serve as a focus as part of a seance to contact Fowler’s ghost, likely a very dangerous undertaking.

Depending on the utility the Keeper wishes to assign sympathetic magic in their games, the doll, because of its connection to Fowler, might also prove to be a tool that could be, with the right supernatural preparation, be used against Fowler’s malign spirit

The effects of bringing the doll to Hangman’s Hill are left to the Keeper; we quietly suggest they be most dire.

The doll could play a small role in the aforementioned scenario “A Painted Smile” as well as “Spare the Rod” in *More Adventures in Arkham Country*.

Collection of ‘Spirit’ Photographs

A brittle album of photographs mounted on cardboard, produced in the 1870s or early 1880s, most stamped by the William Mumler studio of Boston, Massachusetts. A few are labeled — ‘P. Mandell, Arkham.’ The folder itself is stamped with the name of the Checkley Institute, of Arkham.

Most of the photographs are portraits of a seated subject accompanied by one or more translucent individuals — ghosts. Anyone with an Art (Photography) skill of 20% or higher can easily explain how such a photograph might be faked; anyone who succeeds at a *Spot Hidden* will spot in at least one photograph some proof that at least one of the images was man-made rather than something supernatural.

The photos bearing the Mandell label are different. Instead of portraits, these are photos of interior locations without human subjects. Careful examination of these reveal certain anomalous inclusions (see “Secrets” below) that, unlike Mr. Mumler’s ghosts, cannot be so easily explained.

History

Spirit photography was a late 18th century phenomena, sparked by the rapid development of photographic technology, the Spiritualist movement, and the mass psychological trauma of the Civil War. Certain photographers claimed they could manifest the spirits of the dead in their photographs, spectral companions who offered proof of life after death.

These photographs were part of the files of the defunct Checkey Institute for Psychic Research, a Spiritualist society that operated in Arkham from 1917 to 1920. Their avowed goal was to apply the scientific method to the study of supernatural phenomena. The results were mixed to say the least.

A *Library Use* roll can locate records for a photography studio operated by a Paul Mandell from 1871 to 1877. Mandell’s business did not advertise itself as providing spirit photographer but Mandell is noted to be a member of something called the Congregation of Inner Light, now closed, a Spiritualist society dedicated to “alleviating human ignorance with the light of Celestial Wisdom.”

For more information about the Checkley Institute, see “The Dead of Night” by Keith Herber, in *H.P. Lovecraft’s Arkham*.



Placement

There are many possible places where these photographs might show up:

- Among the Checkley Institute's papers, donated to the Arkham Public Library (A211)
- In the private collection of the Eye of Amara Society (A909)
- Privately held by an occult scholars such as Gerhard Wvinch (A112) or Danté Helcimer (A801)
- By chance, tucked into unrelated book of metaphysics at Harden's Used Books (A444)
- Uncovered by workmen during the demolition of the Checkley Institute.

Secrets

Mandell's photos might reveal any of the following:

- Shadows and strange translucent shapes swirling in the air, "great inky, jellyish monstrosities which flabbily quivered." (see "From Beyond")
- Strange traces of chalk markings (and other markings) upon otherwise mundane walls; these markings are unnervingly similar to the markings described by Rev. Ward Philips that were discovered in Keziah's Mason's jail cell in the Salem goal in 1692.

- The images are mundane but anyone familiar with Arkham's strange history (such as an Arkham native making a ½ *History* roll or normal *Occult* roll) will identify the places show as the site of one of a series of unexplained child disappearances in 1892...

The Heart of Nathaniel Talbot

A human heart in a jar, kept wrapped in oilcloth, without any preservative chemicals. The jar bears a fragment of a label from St. Mary's Teaching Hospital. There is a thick layer of coagulated blood at the bottom of the jar with a thin layer of liquid blood on top of that. If examined, the heart is unexpectedly warm to the touch and anyone with knowledge of human anatomy (with a Medicine skill of 20% or higher) will note that it is enlarged — either by hereditary deformation, or from an intense infection. If the heart is removed from its wrappings and placed in a new container, blood will coat the surroundings again after only a day, although never overflowing the new container. Discovering this bizarre property costs 0/1 point of Sanity.

History

The heart was removed from the remains of one Nathaniel Talbot during the so-called 19th century "Vampire Panic" (about which see below). However, a nearby doctor kept the heart as a medical curiosity and prevented its destruction. Upon his death it was donated, along with his papers and other effects, to St. Mary's Hospital (A623). The Keeper may decide if it still resides there or if it has moved elsewhere (see Placement below).

During so-called "Vampire panic" tuberculosis outbreaks, especially in some rural areas, were blamed upon life-draining revenants. After the publication of *Dracula* in 1897 these life-stealing entities were linked to the Eastern European vampire tradition. It was popularly believed that those suffering thusly could be cured by drinking a potion made from the ashes of the heart of the first family member to die from the disease.

Diligent researchers who identify the heart's original owner will, after much effort, discover several contemporary accounts of the tragic death of 8 (of 11) members of the Talbot family of the village of Ross' Corners, west of Arkham, in 1871, including young Nathaniel

Recently, a Mr. William Talbot of Arkham, who claims to be a distant relation of the late Mr. Nathaniel Talbot, has learned of the heart's deposition with the university and wishes his ancestor's remains to be restored for proper burial.

Placement

At Miskatonic it might be found at the School of Medicine (A621), St Mary's Teaching Hospital (A623), the Tyner Science Annex (A610), or in storage — definitely not on display — at the Exhibit Museum (A624). Elsewhere in Arkham it may have languished in the back of Curios & Antiques (A418; purchased as part of a lot sale), displayed as a morbid curio by a gauche member of the Eye of Amara society (A909), or kept as an object of study by one of the Witch-Cult (A1007).

Secrets

Nathaniel might have actually been a 'vampire,' though New England's life-draining haunts share only some characteristics with their Slavic brethren and their statistics and powers should be adjusted accordingly. Should his heart be restored to his body, which remains in the Talbot family crypt in Ross' Corner's Crane Cemetery, he will resume his nightly assault upon the living... William Talbot's interest in his ancestor might be purely genealogical or it could be part of a larger and more nefarious plan to thin the ranks of his well-to-do relations.

Alternatively, Talbot was no vampire, but a local disciple of the dreadful Chapel of Contemplation. While his transformation to immortal monster was temporarily halted by the theft of his heart, restoring it to the body



would allow him — imagine a more ambulatory version of Walter Corbitt from "The Haunting" — to return to his nightmarish version of life. The younger Talbot might be some disciple of the cult or an independent sorcerer who resurrects the Talbot-monster, blind to the danger he unleashed. Perhaps there are other parts taken from him that he will now seek to further increase his unnatural might?

Finally, Nathaniel Talbot might have been something less than human, a semi-human spawn of man and outer god or other Mythos monstrosity. The heart was not just taken but instead was placed in the jar by members of his own cult-family, who tapped into its ceaseless reservoir of black blood for their own dark rites. William Talbot is then the last survivor of the cult, returned at last to claim his unholy birthright and sustain his immortality. ■

Scenario

The Bosworth House

by Ben Wenham

On the outskirts of Arkham there is a small house, set back from road, on a low, rocky rise. The house is well kept, large, and surrounded by a lush garden. The rent is quite reasonable and the home is well furnished, yet it never remains occupied for long. No one could say exactly why.

Referred to locally as the Bosworth house, it stands alone on the edge of town, a source of dark rumors of hauntings and witchcraft, though such tales are hardly uncommon in Arkham. These stories collapse under the slightest scrutiny, with supposed witnesses turning out to have heard about some mysterious incident from a friend of a friend. Likewise, claims of witchcraft are unlikely given that the Bosworths built this house more than a century after the Arkham witch-trials, on a previously unoccupied lot without any connection to that dark era.

Yet, nearly everyone in Arkham who knows of the house feels that there is something not right about the house, something... awful.

ABOUT THIS SCENARIO

The Bosworth House is a scenario for at least two investigators of any experience level. The scenario has a strong research and investigation bias, so investigators focused on physical activities may find little to do. This is a scenario of psychological horror and strangeness, not monsters. There is nothing to shoot, and no physical threat whatsoever. The scenario is also inherently 'unwinnable.' If that is something that either you or your players would not enjoy, then the Bosworth house might not be the scenario for you.

At its core, *The Bosworth House* is about alienation and the unreliability of our own memory and perception. The scenario draws on a number of sources, but the central influence is Charlotte Perkins Gilman's short story "The Yellow Wallpaper"; it is freely available on-line and in many anthologies. The scenario also draws on elements of the Hastur/King in Yellow Mythos, as defined and re-imagined by John Tynes, among others. For additional information on the revisionist take on Hastur, consult *The Road to Hali* from *The Unspeakable Oath* #1 and *Delta Green: Countdown*, among other sources.

Now, in January of 1928, the people of Arkham finally have good reason to talk of the house in hushed tones, for murder and madness have visited its inhabitants.

Keeper's Information

This scenario focuses on an investigation of the events leading to the murder of Thomas Hannigan. The police believe that his wife, Margaret Hannigan (*née* Carter-Field), murdered her husband in a mad rage and have had her committed to Arkham Sanitarium (A201).

As the investigators delve into the case, they will be able to piece together a sad story of loneliness, arrogance, and insanity. Margaret's madness was caused in no small part due to her well-intentioned but wrong-headed husband's insistence on isolation and bed-rest for her in the wake of severe postpartum depression. For Margaret and Thomas, good intentions have had the worst possible result. Ultimately, however, the cause of her madness and murderous outburst is wholly mundane.

The Complication

For one of the investigators there is a second possible explanation for the events: Something about the house itself drove Margaret to madness.

One of the investigators (as selected by the Keeper) can uncover clues in the house's history that suggest some supernatural influence in its construction. This investigator may also hear rumors of strangeness spoken in hushed tones and even personally experience moments of utter wrongness while in the house. Soon they begin to suffer from the same nightmares and visions that drove Margaret Hannigan to madness. In the scenario we refer to this individual as the **afflicted investigator**.

Unfortunately for this investigator, none of their companions can find any corroboration for this theory; no witnesses will repeat their statement, physical evidence is lost, accidentally destroyed, or even just crumbles to dust before the investigator shares it. The investigators will be forced to decide to trust their own senses or the increasingly outlandish claims of their friend.



The Phantom of Truth

For the Keeper, there is a long and a short answer to the question of what has driven Margaret Hannigan to madness and murder.

The short answer is: there is no answer to that question.

The longer answer is this: there should be no answer to that question, for when you decide, your choice might influence your players. The sense of alienation and mistrust of one character's perceptions that this scenario evokes and thrives on is uncertainty. The moment you make a decision about the actual cause, you stand to bias your own descriptions of the events of the scenario. Rather, it is best to treat both as though they are truth.

The Hannigans

Thomas Hannigan was a Bostonian, from a working class Irish family, who has managed through hard work and the beneficence of a church scholarship, to become a doctor of medicine. In 1921 he moved to Arkham to join a practice in the town. He was a skilled physician and rightly proud of the way in which he had risen in the world. Initially, he found it hard to settle in Arkham, isolated from much of society because he was Catholic, Irish, and an unapologetic Democrat.

He soon met Margaret Carter-Field, a talented young writer born from a marriage of two of Arkham's old respectable families. The pair fell in love and Margaret's family embraced Thomas, despite his social shortcomings, glad to see their daughter finally find happiness. Thomas

and Margaret married in May of 1924 and settled down in a very small bachelor's apartment rented by Thomas. For some months, they lived happily.

Then, in January 1926, Margaret became pregnant and, though her pregnancy went well, both Margaret and Thomas's lives changed greatly with the birth of their daughter Tabitha. Margaret suffered a severe case of what we now know to be postpartum depression in the days following her daughter's birth. The young family moved from their tiny apartment into the Bosworth House, along with Thomas's sister, Elizabeth (who they employed as a housekeeper), with the aim of making it their home and eventually buying it.

Almost immediately Thomas found his practice consuming most of his time. He had little time for his wife or child, but instructed Margaret to undertake a rest cure for her depression. Over the next three months, a change came over Margaret. Her depression deepened, and she started to behave increasingly erratically. Be it because of the sudden state of isolation caused by her husband restricting company so she could rest, or because of the house itself, Margaret slowly became delusional and paranoid. Eventually, she snapped and took Thomas' life.

These details might be learned from any of the friends and family of the couple, discussed later; a single *Library Use* roll can also track the couple's engagement, marriage, the birth of their daughter, and her murder of Thomas in the pages of the *Arkham Advertiser* and *Arkham Gazette* though Margaret's private miseries go unmentioned.

History of the Bosworth House

William Bosworth built the house in 1823. Bosworth, a lawyer who had done well for himself in Boston, decided to settle back in his hometown of Arkham. He employed Ryan Saxby, a prominent local architect, to design him a home in the Federal style. William and his wife, Jessica, made it their home until their deaths in 1851 and 1860, respectively. Thereon the house passed onto their daughter, Samantha, who married Herbert Whateley, of the Arkham Whateleys. From Samantha it then passed onto her son, Joshua Whateley. The house is still referred to by locals as the Bosworth House, despite no Bosworths having lived in in for more than six decades.

Since the death of Jessica Bosworth no tenant has stayed in the Bosworth House for more than five continuous years. Herbert and Samantha Whateley only lived in the home a short time, choosing to rent it rather than sell the property outright. The couple were poor landlords and neglected the house's upkeep. This spawned numerous disputes with tenants, and combined, this sparked the house's bad reputation both as an eyesore and somewhere one would not rent if you wanted a happy home.

Children are ill equipped to understand such concerns about a house, instead they picked up on their parents' dislike of the house, and ascribed simpler, more exciting explanations. Soon, every child on the west side of Arkham knew it was a place of witchcraft, demons, or ghosts. Though Joshua Whateley has inherited the house and has both a better relationship with his tenants and a greater desire to keep the house in good condition, the house's supposed taint has already passed into Arkham lore.

An Alternate History of the Bosworth House

William Bosworth built the house in 1823. Bosworth was a sorcerer, who had done well for himself as a lawyer in Boston, and had decided to settle back in his hometown of Arkham to pursue his true interests. He employed Ryan Saxby, a prominent local architect, to design him a home in the Federal style, but instructed Saxby to make certain changes to the design, based upon principles of sacred geometry and non-Euclidean mathematics.

In 1851, William Bosworth passed out of this world and into another alien one in pursuit of greater knowledge, leaving behind his daughter and wife to slowly fall into madness. Jessica Bosworth died nine years later, a victim of suicide. Samantha escaped the place thanks to marriage, and having no love for the strange house she had grown to womanhood within, decided to have as little to do with it as she could afford, letting it to whoever would take it, and ignoring its maintenance.

No one who lived there for long ever felt at home in the odd house, whose nature seemed to change and whose angles hurt the eye. Therefore, as the years passed, the house gained a reputation as a bad place. People reached to mythology to explain the feeling of otherness that the

ADDING TO THE HORROR

Feel free to raid the alternate history of the Bosworth house for ideas of how to embellish scenes for the investigator under the house's influence. While many scenes have additional clues only this investigator can experience, you should build upon this by slipping in little snippets of information and weirdness whenever the pace of scenario slows.

house left them with, and Arkham's children grew to adulthood rightly fearing and mistrusting the place.

While it is in better repair today than it was under Samantha Whateley, her son still finds letting it for any length of time difficult, thanks to its dark reputation, and the powerful unease it evokes in some visitors.

Considerations for the Keeper

Depending on how you wish to run this scenario, there are several possible routes to draw investigators to the mysteries of the Bosworth House.

In an ongoing campaign, it is worth introducing the Hannigans well in advance of this scenario, slowly developing their romance and then marriage, in full view of the investigators. The couple will withdraw from social affairs after the birth of their daughter, perhaps some hints of Margaret's depression being dropped by her husband. After his murder, the characters would hopefully wish to investigate the death of one friend and clear the name of the other.

Alternatively, you may ignore any personal connection, and have the investigators look into it either as a professional or as a personal favor, though this may undermine the personal aspect of the horror. Arkham Sanitarium might call on investigators with a background in psychology, medicine, or psychotherapy to look into Margaret Hannigan's case; the Essex County District Attorney can call upon police or private investigators to look into the murder, hoping to find proof Margaret is faking her delusional state, or; the house's owner Joshua Whateley might call on parapsychologists or researchers from Miskatonic University to come and investigate claims of a haunting, in the hope of debunking the rumors about the house.

This scenario is not particularly suited for play as a one shot, especially as much of its impact comes from the burgeoning conflict between party members over the nature of the house and the doubts raised about the sanity of the afflicted investigator.

Involving the Investigators

How the scenario begins depends on the investigators' connections to the Hannigans. If the Hannigans are friends, then the scenario begins the morning after the murder with a report of the crime published in the *Arkham Advertiser* (*Bosworth* papers #1). This should be enough to attract the Investigators' interest; if it fails, have Beth Hannigan contact the Investigators a few days later and ask them to look into the murder; perhaps she has witnessed some aspect of the house's malign powers, or she simply cannot believe that her sister-in-law could do something so terrible. If using an alternate setup, then have an appropriate NPC (as outlined above) approach the Investigators about a week after the murder, and ask them to investigate the house and/or the murder.

The Bosworth House

The Bosworth House is a three-bedroom, detached house, originally built in the Federal style but significantly remodeled in the subsequent decades. It sits within a large parcel at the edge of Arkham on West College Street near the Old Wooded Graveyard (A405), well back from the road, and in the midst of a large garden. Trees and bushes obscure the house from the street, giving it a secluded and tranquil feel, unless the visitor rolls under their POW×5 upon first seeing the house, in which case they find it lonely and inexplicably unwelcoming.

The ground floor is set up with a hall, kitchen, larder, utility room, two drawing rooms, and a dining room. The first floor sports a landing, a master bedroom, a guest room, a study and a bathroom. The second floor has two guest bedrooms, a small bathroom, and a nursery. The house has received a series of significant renovations during its life, with indoor plumbing, and electricity being features of the house. In late 1909, Joshua Whateley substantially redecorated the house, with all the public rooms decorated in more modern style, incorporating elements of Art Nouveau and Arts and Crafts. The aesthetic effect of these contrasting styles is to create a sense of dissonance.

Hall

A long corridor leads from the front door, to the kitchen, with a Parquet floor and wooden paneling. The stairs lead up from here to the first and second floors. Several framed

HANDOUT 1

ARKHAM ADVERTISE

<p>IVE NIGHT</p> <p><i>ner's Is fiction row</i></p> <p>is hovering above zero and far better Man's diate relief</p> <p>s about ten the lowest it will be sday. ere within AGE SIX.)</p> <p>AER DENLY</p> <p><i>umbs At Near rners</i></p>	<p style="text-align: center; margin: 0;">Doctor Slain in West Arkham.</p> <p>At 7 o'clock last evening, the Arkham Police were called to an address in west Arkham, at the report of the murder of Dr. Thomas Hannigan. The doctor's body was discovered on the scene, the deed allegedly having been performed by his spouse, Mrs. Thomas Hannigan. Mrs. Hannigan has been transferred to the Arkham Sanitarium for observation.</p> <p>A source with the Arkham Police reports that Dr. Hannigan was killed with a knife and that the motivation appears to stem from an outburst of insanity on the part of Mrs. Hannigan.</p> <p>Dr. Hannigan, originally from Boston, moved to Arkham several years ago to practice medicine. He is survived by his wife Margaret, daughter Tabitha, sister Elizabeth, and several other family members in the Boston area. Funeral details are pending.</p> <p style="text-align: center; margin: 0;">Bonds turned Over</p>	<p>F</p> <p>st 19 w m o' ck E be w K w m st ot ra g: fo la K nc vt T: se</p>
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photos (of the Hannigans and their extended family) and works of art (innocuous) hang from the walls. A telephone stands on a small mahogany table, along with an address book.

The address book contains contact details, including addresses and telephone numbers, for the Hannigans's friends and relatives, including Doctor Arnold Dwight, Andrew and Marigold Carter-Field (Margaret's parents), Thomas Hannigan's mother Rose (his father having died in 1922), and Elisa Phillips. In the case that the investigators are friends with the Hannigans, their information is recorded within as well.

☞ The first time that the afflicted investigator of the house steps onto the stairs up to the first floor, have them make a *Spot Hidden* check. If they succeed, they catch a momentary glimpse of one of the paintings. It appears to be of a royal court, but it seems unfinished somehow. Future attempts to find the picture are fruitless. If they fail, simply inform them that one of the paintings looked odd



KEEPER'S NOTE

Certain locations in the Bosworth House are of particular significance to the afflicted investigator who falls under the influence of the house. For the convenience of the Keeper we have marked these with the Yellow Sign — ☯.

out of the corner of their eye but, upon closer inspection, there is no explanation for why it attracted their attention.

Kitchen

There is a spacious kitchen large enough to easily accommodate both a cook and a kitchen maid. The kitchen has an oil burning range which, had it not been turned off, would keep the house snug, and heat the water. The room is setup to be the heart of a modern, middle class home, with a kitchen table and chairs for meals.

☯ The first time the investigator under the house's influence enters this room alone, he or she sees a small, clockwork child, with unevenly sized wheels rather than legs clatter out of the room by a different entry. Seeing the unnatural thing costs 1/1d3 points of *Sanity*. It cannot be located afterward; in the future, occasionally allow a *Listen* roll, a success meaning that the afflicted investigator hears the clockwork child's wheels squeaking and clattering from some neighboring room.

Pantry

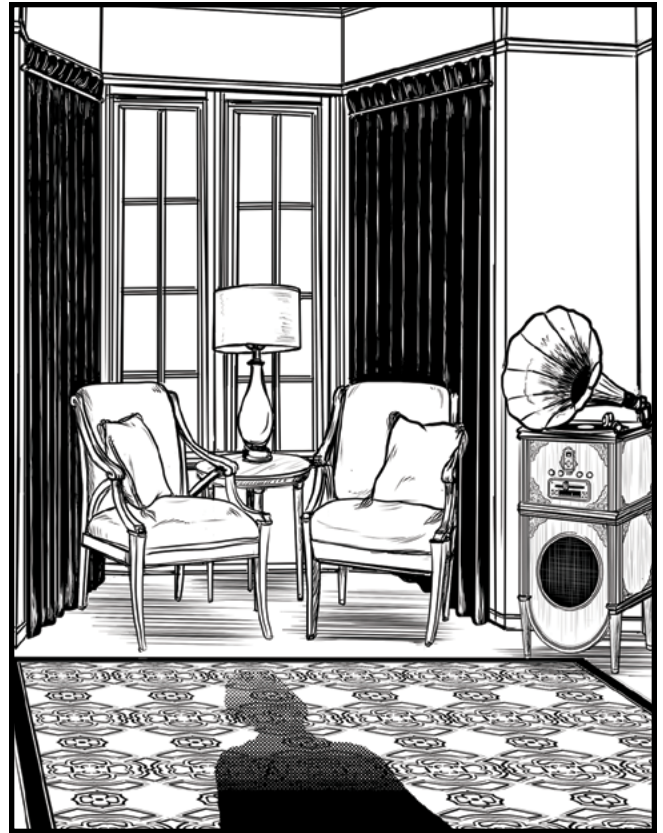
A small room leads off from the kitchen, where a wide variety of foods and supplies are stored. The perishables are starting to turn, as anyone with a decent sense of smell will notice; no one has thought yet to clear them out.

Utility Room/Entry

A room that is adjacent to the kitchen, with tiled floor, a large sink for washing clothes, as well as a still functional working pump.

☯ The afflicted investigator catches a glint from within the drain in the sink — it appears that there is a wedding ring at the bottom of the drain. Should they attempt to pull it out, have them make a *Luck* roll. With a success, they discover it is just a bottle-cap; failure means the investigator has cut their hand in the effort. They suffer 1

HP of damage and all tasks requiring use of that hand are at -10% for the next 1d3 days. If they converse with Margaret after being thusly injured, they will notice an identical scar on her hand; this discovery costs 1 point of *Sanity*.

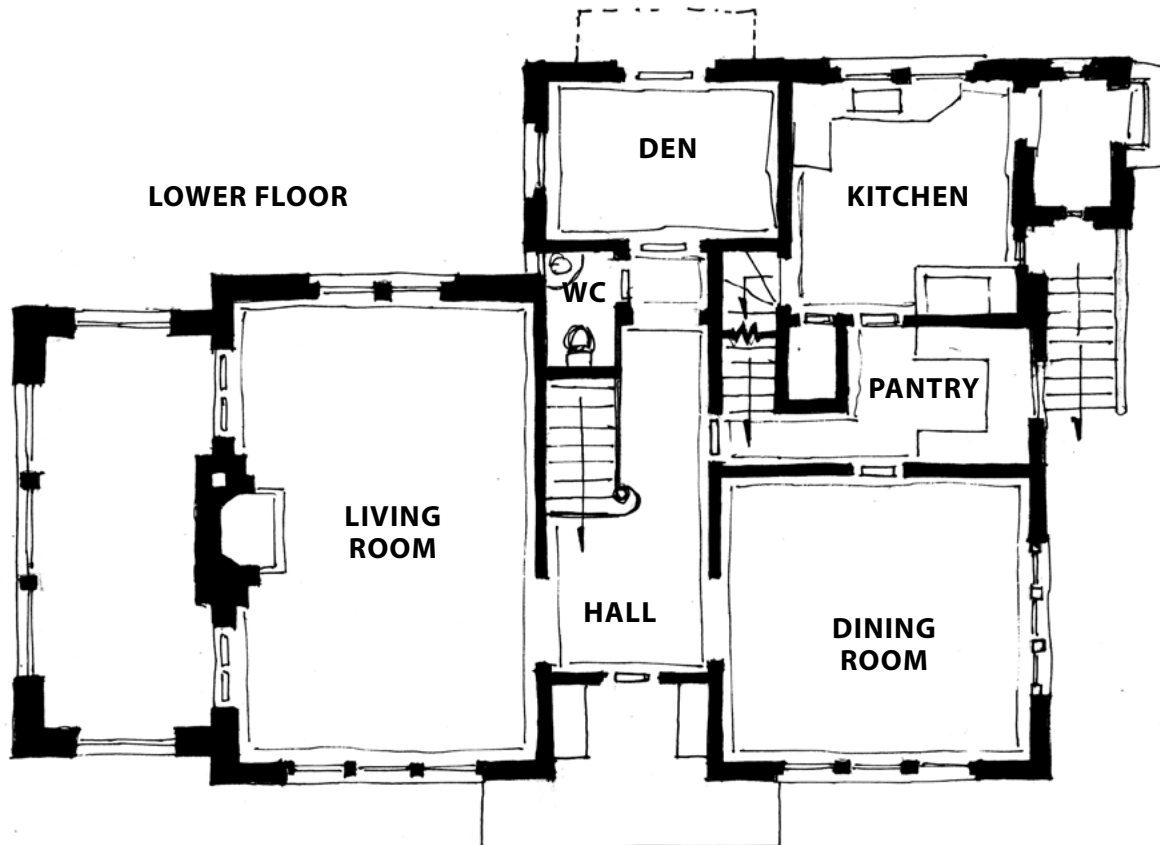
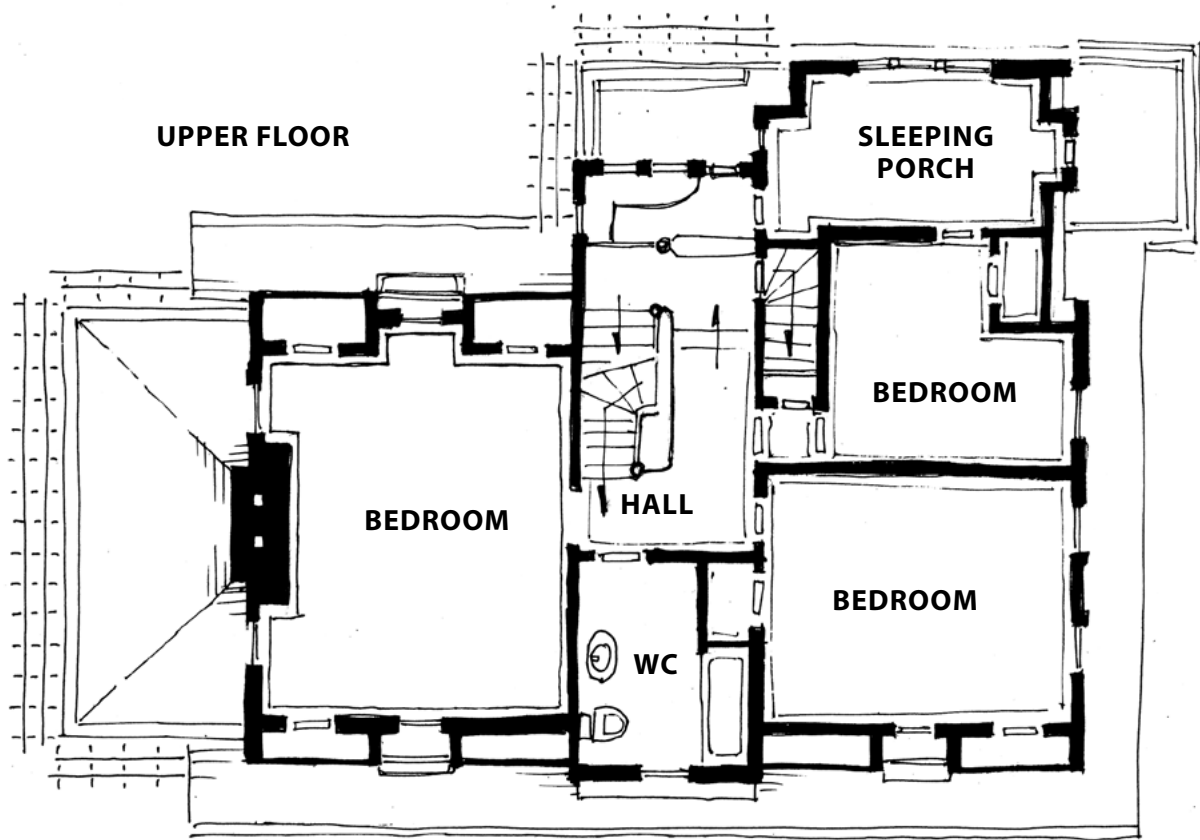


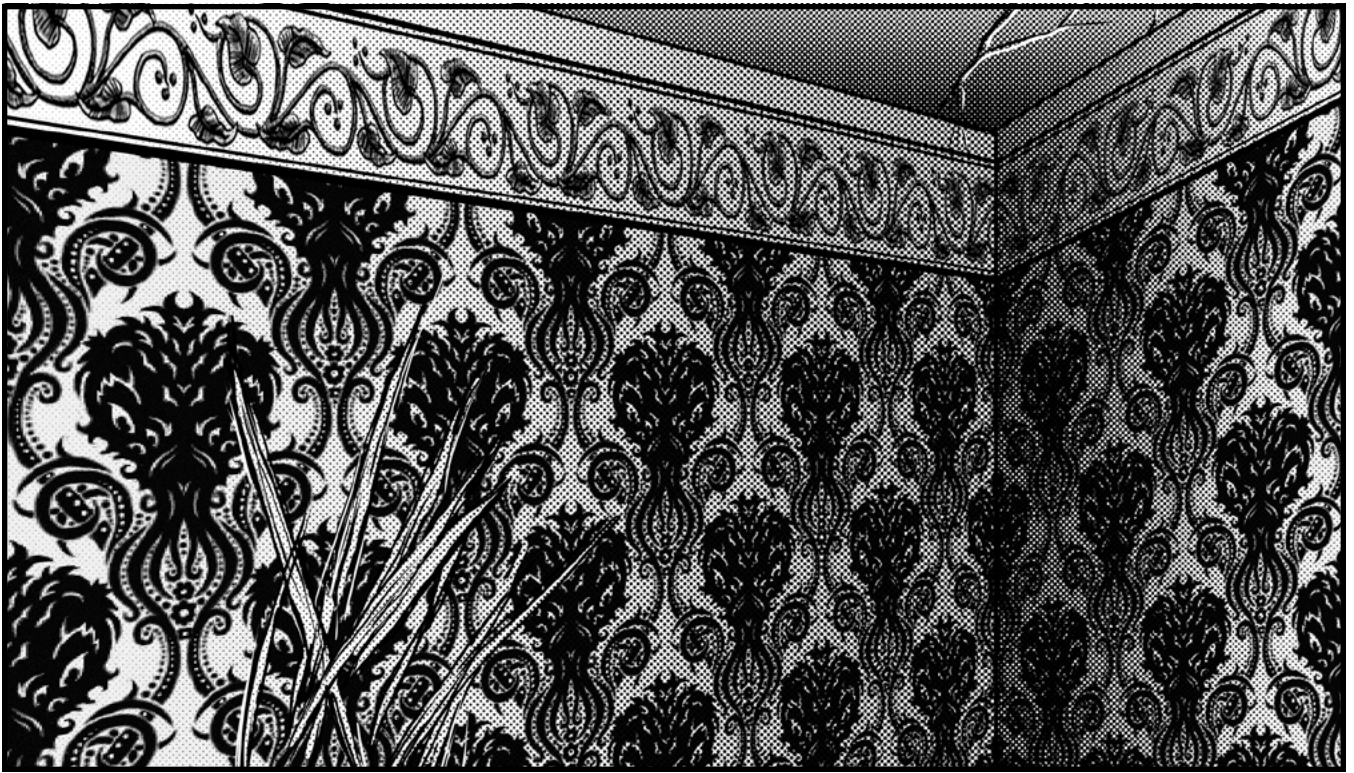
Den

Next to the kitchen, this is a relatively modest drawing room or den. The room has comfortable chairs and a record player. However, a pair of large, freestanding bookcases, filled with literature and common reference works, dominate the room. There is a record sat on the player and, if played, it produces a very haunting melody, new to all the investigators.

☯ If the investigator under the house's influence has already started having strange dreams, ask for a loss of 1/1d3 *Sanity*, as they realize that this music has been in their strange dreams. If the Investigator hears the music before the dreams start, then there is no additional *Sanity* loss.

☯ If the afflicted Investigator spends any time in the room alone, have them make a *Spot Hidden* check. If successful, they notice that they cast a second shadow, which is impossibly long and misshapen somehow, as though cast by someone wearing heavy robes, or a tattered long coat. If anyone enters the room, the exact direction and amount of light changes and disrupts the illusion. Seeing the shadow costs 0/1 *Sanity*.





Living Room

In the plush drawing room, there is a hearth, abundant seating, a piano, and a cello. The furniture is of the Art Nouveau style, and very slightly dated at this point. On top of the piano, there are framed photographs of Thomas, Margaret, and Tabitha.

✎ The afflicted investigator is drawn to the piano and, even if they lack any skill in *Art/Piano* tap out a few notes on the piano. This is the same song they hear in their dreams (as per the *Den* above). If asked by others what the song is or why they decided to start playing, the investigator cannot explain themselves.

Dining Room

A chestnut dining table, matching chairs, and French dresser dominate the room. The room has polished floorboards, and a large Persian rug.

On a visit to this room, give all characters a *Luck* roll. On a success, they knock over a small vase on the dresser as they look around, and find it to contain a \$5 bill.

✎ If the afflicted Investigator passes this *Luck* roll, have them knock over the vase. Rather than the \$5 note, the vase contains an ancient pictorial map of an impossible city, in which gravity, logic, and geometry hold little sway. However, before the Investigator can show the image to anyone, the fragile paper crumbles to fragments and dust.

Landing

The first floor landing has polished floorboards, and plastered walls, punctuated by the door at along its length.

The windows across from the landing offer a view of the Old Wooded Graveyard to the northeast.

✎ The afflicted investigator, upon descending the stairs, will pause for a moment and notice that the grain and pattern of the varnished floorboards suddenly seems different than it did when they climbed the stairs earlier, though they cannot prove this or clearly explain how the boards have changed.

Master Bedroom

This spacious room that sits above the sitting room has a large four-poster bed in the Art Nouveau style, all organic lines, and polished mahogany. Until about three months ago, Thomas and Margaret shared this room, but when Thomas prescribed the rest cure for Margaret, he took to sleeping in the office. The room is half-bare, with no sign of a male inhabitant. Margaret's clothes are all neatly packed away, leaving the room feeling very large and empty. Violently bright yellow and orange wallpaper covers the walls, which appears in one or two places to have been scratched or even pulled away from the wall in strips. The bedside table has a locked drawer (STR 12 or a *Locksmith* roll), inside which is Margaret's diary.

Skimming Margaret's diary requires two hours. Most of its entries are banal, but in the last three months its contents grow increasingly strange. This period of strange entries is preceded by several weeks of bleak and short entries, immediately after the birth of Tabitha, in which Margaret describes her anger with herself for not having more energy and at her own inability to be happy. The entries change after her husband instructs her to rest. Her diary starts to

THOMAS' NOTES ON MARGARET

Thomas kept a full set of medical records for each of his patients in his office in the Bosworth House, so as to have always access to any necessary information should he be called to an emergency. Amongst these are his notes, though prepared in a less formal manner, on his wife's condition and treatment. Any Investigator making a cursory inspection of the files will locate Margaret's records with a **Library Use** (or **Spot Hidden**) roll. Any Investigator can also find the records by specifically looking for them here — no roll is required.

Once the investigators have read the records, any reader who makes a **Psychology** roll is able to identify that Thomas's diagnosis of depression does not wholly account for Margaret's symptoms, and that there is almost certainly some undiagnosed underlying condition.

describe experiences in the house, from phantom sounds, to glimpses of something moving in the pattern of the master bedrooms wallpaper. Initially her descriptions of these things are dispassionate, with admonition that she must not allow herself to start accepting the existence of these fancies and she expresses a desire to write to give her an outlet. However, after a few weeks, it is clear that Margaret is starting to believe that the strange experiences are very real. By the time of the murder, she is describing a woman creeping within the wallpaper, and discovering impossibly large and bizarre extensions to the house during midnight wanderings. Reading the diary causes a 1/1d3 *Sanity* loss for any reader. ☞ For the investigator under the house's influence, it also offers a +1 *Cthulhu Mythos*. Notable passages from her diary are reproduced as *Bosworth* papers #2.

☞ For the afflicted investigator, the wallpaper is truly sickening. The vine pattern twists and changes direction in absurd ways. It is all too easy for them to spend time studying the wallpaper, and doing so at any length leaves the investigator with a terrible headache. On each visit to the room (when the investigator is not already under this effect), they must make a *Sanity* roll, or find themselves wanting to spend 2d10 minutes studying it. The investigator will leave if given any other task to perform but will find themselves back in the bedroom in any quiet moment while on the property, but are un-chaperoned and have no specific task to perform. They cannot explain their actions.

For every hour spent studying the wallpaper the investigator must make a *Sanity* roll or lose another point.

Front Bedroom

This room contains a single bed and a pair of closets. The view from this room looks out over the house's large garden, giving the best view from the house. Until Thomas's death,

INSANE INSIGHT

Should the afflicted investigators lose five or more points of *Sanity* in the Bosworth House, they will become certain that there is some malign supernatural force at work in the house. How they react to this insight is left to the player, but the investigator's conviction is unshakeable.

Investigators who lose 20% or more of their current *Sanity* — an unlikely but not impossible result — become convinced that the presence within the house has selected them for some unknown reason. The investigator may seek to study the history of the house and those who have lived there, to destroy the house, to protect themselves and others from the house, or they might attempt to uncover the secrets to the house's subtle supernatural powers — the impact the house has varies from person to person. The afflicted investigator, unfortunately, has become open to the *sanity* and reality eroding forces of the *Hastur Mythos* and, without outside help, will likely continue to decline. Because of this link with the house, they are also in danger of discovering a means to use the house as a way to reach *Carcosa*; see page 61 for more on this possibility.

this room belonged to Beth, and it looks to have been emptied in haste.

☞ When first visiting this room after a *Sanity* loss caused by some other oddness in the house, or one of the dreams that the place inspires, the afflicted investigator catches a glimpse of a lean, pale-skinned woman in a yellow dress, on the lawn outside the house. The woman appears to have no facial features. An investigator loses 1/1d3 *Sanity* for seeing the faceless woman.

Back Bedroom

This room has been setup as a nursery for Tabitha Hannigan, and someone has repainted it a pastel yellow. A small crib leans up against one wall, and the new chests of drawers stands nearby. Like the front bedroom, this room shows all signs of being emptied in haste, giving the room an empty and lonely feel.

☞ Beneath the chest of drawers a small china doll in a yellow dress can be spotted. If the afflicted investigator picks it up, they noticed that the porcelain head is cracked in several places and the stuffing of the dolls is beginning to protrude. It appears to be small thin strips of the wallpaper from the master bedroom.

Sleeping Porch/Study

The study was originally a first floor sleeping porch. It is an airy room, with large windows. Devilishly cold in winter

HANDOUT 2

I do not know what use Thomas thinks it will be to have me secluded here, unable to work, and unable to have good and stimulating company. Nevertheless, Thomas is my husband, and a doctor too; an expert in matters of medicine, so there really is no arguing with him on this. I have managed to ensure that I shall be able to keep on maintaining my diary. It may exhaust me to do so, but I have not let Thomas know that, so he feels no need to stop me. This new house is lovely, if a little far from mother and father, not to mention any kind of society. This is a nice house, beautiful even, but it feels so lonely, like it has never been a home. That feeling isn't really helped by my current circumstance. When I am better, I really must see to having something done about the wallpaper in here, though.

It is silly I know, but I am sure I saw something moving behind the pattern of that horrible wallpaper when I woke. I know it cannot be true, but it would be the making of a wonderful story. I can't get the idea out of my head, but I also cannot really write. Perhaps if I talk to Thomas, he'll let me get up and work properly.

I must not give into fancy; how I wish I could write properly. Dr Dwight always said the things I sometimes see are by just my imagination, and truly I had forgotten how hard it is to be sure what is real, and what is not once an idea takes hold of me like this. However, I should be okay, after all, All reason and logic tells me that a creeping woman can't be real.

and baking hot in summer, the room is of little use for its intended purpose, and so now functions as a study. Dr. Thomas Hannigan's desk and chair, two bookshelves full of medical texts and records are located in the room, as well as a plush leather wing chair. Despite the furniture, there would be room here to move about, but a small camp bed has taken over the remaining space. Assorted men's clothes hang from every spare fitting. A heavy curtain and draft excluder on the outside of the door keep the house's warmth in, rather than losing it into this room.

The Investigators can find Thomas Hannigan's notes on Margaret's condition here; they are summarized in *Bosworth* papers #3.

Bathroom

The bathroom contains a large, freestanding claw-foot bath, with hot running water, a toilet, and sinks with hot and cold running water.

☞ If the afflicted investigator is ever in this room alone, shift focus to the other investigator(s), telling the player of the afflicted investigator that you will come back to them in a moment. After a few minutes of the other investigators exploring the house, inform them that they can hear running water from the bathroom, and that it has been in the background for some time. Should they check on the source of the sound, they find the afflicted investigator laying, fully clothed, in the bath, which is moments from overflowing. The afflicted investigator has no memory of how they got to this position. The afflicted investigator loses 1/1d3 *Sanity*, while the rest of the group must make a 0/1 *Sanity* roll.

Research

There are a number of possible avenues of investigation open to the investigators. They might look into the history of the Bosworth House, interview Elizabeth Hannigan, Margaret's former doctor, the Hannigans's friends, read Margaret's medical history and her husband's notes (see page 50), or speak with Margaret herself.

Newspapers

A visit to the archives of the *Arkham Advertiser* or the *Arkham Gazette* proves to be fruitless, with a four-hour search turning up nothing about the Bosworth House beyond the murder of Thomas Hannigan. With a successful *Library Use* roll, the investigators can be fairly certain that the house has never been mentioned in either newspaper, save for infrequently being listed for rent in the classified ads.

Town Records

The Bosworth House has a remarkably complete set of paperwork at the Arkham town hall (A217). Two hours there turns up the deed, title, and blueprints which identify the architect as Ryan Saxby, who is responsible for a number of other local houses. Saxby was a mediocre architect at best and his work has largely been forgotten by the annals of history.

☞ If the afflicted investigator has a chance to examine the house's blueprints, they may experience an overwhelming sense of vertigo as the house swirls and fills their field of view, as if they are all falling into the page. They suddenly snap back into themselves with a jolt and lose 0/1 points of *Sanity*.

☞ The afflicted investigator may become obsessed with the otherwise unimportant Ryan Saxby — searching the archives for details of his life and works. They may plot out the location of each of his homes in Arkham, attempting to find some occult significance to their configuration or they may draw out social connections between Saxby and members of Arkham's clubs and societies. The details of this fixation are left to the Keeper, of course.

Asking Around About the House

Asking around Arkham about the Bosworth House and its former residents turns up more than a few local gossips who are willing to attest to all manner of evils and oddness taking place in the house. Investigators asking about the house may make a *Persuade* roll. Each success means that they discover a new unique rumor about the house. Use the samples provided as inspiration to create your own as there are any number of stories about the house in circulation; there is no consensus about the cause of the house's reputation or any first-hand evidence that something unnatural has happened there.

Interviewing Elizabeth Hannigan

Elizabeth (she goes by Beth with friends) Hannigan has moved in with Andrew and Marigold Carter-Field, Margaret's parents, while she arranges to return to Boston with Tabitha to her husband's family. Getting access to speak with Beth about the events requires that the investigators succeed at a *Persuade* roll or were friends of the Hannigans, as the Carter-Fields are very protective of their daughter-in-law Beth, of their daughter Margaret, and their granddaughter Tabitha.



HANDOUT 3

Thomas Harrigan's Notes

Summary:

These papers, more than sixty pages, record Thomas Harrigan's treatment of his wife Margaret Harrigan for what he describes as "excessive morbidity" and "melancholia brought on by excessive stress". ~~They~~ They begin in December of 1926, with some rough notes recording his observations of Margaret's symptoms in the weeks after the birth of their daughter Tabitha. After Harrigan decides on a diagnosis, the remainder of the papers are a daily treatment log, focused mostly on recording her vitals and general psychological state. Over the course of his treatment of Margaret, Dr. Harrigan made a number of adjustments with the hopes of improving her mood, demeanor, appetite, and (especially) her engagement with their infant daughter. Despite repeated failures to make progress, Harrigan never reconsiders his initial diagnosis, or contacts other medical professionals in order to treat his wife, though he does mention occasional discussions of her condition with a specialist in Boston.

Margaret's symptoms, though sometimes moderating in severity, never entirely leave her, even on her best days. His typical response to particularly severe manifestations of her illness is to further limit her exposure to 'stimulation', including social contact, newspapers, magazines, books, writing materials, and even blank paper. Her condition, especially psychological, takes a much more severe decline starting in the fall of 1927 and Thomas worryingly notes increasing hallucinations on Margaret's ~~part~~ part and a general decline in her rational thinking and interest in the wider world. Scattered through his notes are a number of comments from others to Harrigan asking after his wife or otherwise suggesting that she might need more care than he could give. Harrigan's response to each is an angry rebuttal of their concerns.

Clippings:

February 11, 1927

M. slept 15 hours, without medication. Ate two pieces of toast and half a glass milk. No change. Declined conversation with myself or Beth.

July 4, 1927

M. asked to spend a few hours in the garden today - Beth must have reminded her of the holiday - seemed in good spirits and we talked amiably about the names of flowers while Beth played with little Tabby. M. declined to hold her, much to my displeasure.

HANDOUT 3 - CONTINUED

Thomas Harrigan's Notes (cont'd)

August 23, 1927

M. slept 8 hours, applied dilute morphine solution via syringe to promote rest. I read three chapters of Ivanhoe to her. No response.

September 4, 1927

Breakfast refused. may have to consider forced-feeding. I note that M. has begun to pick at the wallpaper in her room, but when asked about it, she insisted that she was not to blame for the damage but refused to explain herself. I will contact the pharmacist about increasing her bromide dosage to prevent such behavior.

October 11, 1927

Miss Phillips left another card with Beth today. Left another of her stories for Margaret to read. I've posted it back to her with a note making my concerns about such activities abundantly clear. Breakfast, Lunch normal. She was singing, couldn't place the tune. Tabitha showed little interest in her mother when I had them together today, as I feared. M. showed little reaction to being spurned in favor of Beth.

November 24, 1927

Margaret continues to ask if we might have a Thanksgiving meal with her family. I think it ill-advised considering her outburst at her last visitor. Margaret always seems to be singing when I come to visit her but, upon my arrival, always stops and insists that she had not been singing at all.

December 16, 1927

I must have a word with Beth. M. again out of her room. Will contact locksmith about fixing the bedroom door. M., for her part, continues to lie about what happened. She says that we didn't lock the door, when I know full well when I locked it upon my departure last night. When we talked she pretended to write. She says she is taking notes about me and documenting my "treatment". Stronger sedatives will likely be needed.

SAMPLE RUMORS

- *The Bosworth House? Oh yeah, I know it. Place was home to Goody Bosworth, who was burned as a witch back in the Witch Trial days. She was known for seducing the men folk into unnatural couplings. People say that if you walk past the house late at night, you sometimes see her beckoning from the upstairs window.*
- *The way my grandfather told it, is that when he was young, he saw winged devils perched on that house's roof. Of course, my grandfather reckoned that cats visit the moon each night too, so I don't put much stock in it myself. That said, it is a mighty queer house.*
- *When I was young, my friend, Danny, he said that the house up and changed at night. That one day it was red, and the next it was a different red. Or those doors were never quite in the same place. He delivered the paper to the house you see, so he saw it most days. I've never dared check if he was right about it, though.*
- *That house was where the caretakers for the old graveyard, you know the one, you can see it from the house, used to live. Seems the wife of one caretaker didn't cotton to her husband's drinking and carousing and so she poisoned him with a peculiar stuff made from ground-up spiders or some-such that slowed his breathing down so slow that even a doctor would think him dead. He was buried in sight of the house and his wife would keep watch over his grave, knowing full well how he must have suffered having been buried alive. They say the guilt drove her mad... she spends all her days spying out on the graveyard, maybe thinking about what she'd done, maybe worried he'd rise up from the ground and get revenge. I wouldn't live there for love nor money...*

The last thing they want is anyone causing trouble or spreading rumors so soon after their son-in-law's death. Assuming the investigators are able to reach her, Beth is more than willing to answer their questions.

Beth is a modern girl, smart but somewhat rough around the edges. While no flapper, she wears her hair short, hems high, and a cigarette in hand. She genuinely cares for Margaret, even after her brother's death, and she hopes to protect both of them. She will speak candidly and frankly, assuming the investigators behave respectfully. Consider these sample answers to likely investigator questions as a guide; she witnessed no supernatural activity at the house and flatly rejects suggestions of the occult.

How They Came to Arkham

Thomas and I moved here to Arkham just after he earned his medical license in the fall of 1921. I acted as his secretary and housekeeper. We struggled a lot to begin with; Arkham is less open to outsiders... our family is Irish, Presbyterians mind you... than you might expect. I think the fact that we were from Boston played against him in his practice. I think Arkham folks like local doctors. Of course, that all changed once Thomas met Margaret.

How Thomas Met Margaret

Thomas met Margaret at a music recital. We were sitting at the back and Margaret had arrived late. Of course, she didn't want to make her way up to the front after the performance had started, so she sat herself down with us. When the music was over, we all had a good chat. She and I hit it off, and I think Thomas was smitten from moment one.

Courtship and Early Friendship

Margaret and I got to be real pals, in really only a few weeks. I noticed right away that she was a little odd. Her head was always full of the strangest ideas, and sometimes she would get really rather fixated on them, but writing seemed to help her get them out of her head. Sometimes, I really think Margaret believed half the strange things she thought. She and Thomas started spending time together too, and Margaret's family loved him. I think they had rather given up hope on her getting married. She hadn't really shown any interest in such things until Thomas you see, even when she was in school. Well, they got married and honestly, they were always a very happy couple, right up until Tabitha was born. Then Margaret took ill...

THE CARTER-FIELDS

Margaret's parents, are in no condition to be interviewed by curious investigators, no matter how well-intentioned. While they may in time finally come to terms with their daughter's madness and her crime, in the immediate aftermath of Thomas Hannigan's murder, they cannot be questioned. They have little to add, aside from having a deeper personal knowledge of Margaret's sometimes curious behavior and their concerns about her moods as a young woman, including her informal therapy with Dr. Dwight, but nothing in their experience caused them to fear she was a potential murderer.

Life in the Bosworth House

We all moved into the house just before Tabitha was born. Margaret did not like the place much, not from day one. She hated the style of the place, the busy wallpaper. Even before she took her turn, she complained there was something off about the house.

Margaret's Delusions

She really could believe the strangest things some time. Back when I first knew her, she was convinced that the mailman, who serviced her parents' house, was 'full of spiders.' At least, I think that's what she thought. She was rather cagey about it. She would tell me these strange thoughts in confidence, then make like she had been joking, or testing out a story idea. I cannot say for certain that Margaret did believe any of it, well, not at the time, but I always got the feeling that she did. She was always better when she was writing though; it was as though, if she could get the ideas out of her head, and onto paper, they became less real for her. I think that's what did for her, not writing.

Why Margaret Stopped Writing

She stopped because Thomas asked her to, and because she was always so tired. Thomas thought that she needed rest to overcome the nervous depression, and so he told her to take a break and rest up. Initially, Margaret kept on writing anyway, but Thomas was a doctor, so I thought he knew best. I persuaded Margaret to listen to him. I regret that.

Margaret's Descent into Madness

After Margaret stopped writing she got worse. She became convinced that Thomas had been unfaithful, and that there was something in the walls. Eventually, I tried to convince her to start writing again, but she was lost in her own fantasies. She even started to think I was somehow responsible for it all.

Tabitha's Future

I've talked with Margaret's parents, and it looks as though, legally, they will be adopting her. Considering their age and health, I've offered to help them care for the poor dear. I will be tending to the day to day care and they have agreed to help out with money and the like, though there isn't any worry there.

Interviewing Dr. Dwight

The Investigators may discover Doctor Arnold Dwight, through Margaret's medical records from Thomas's office in the Bosworth House or by speaking with her family. He is a hale, somewhat portly man in his early sixties, bald with a thick mustache. He is well regarded in Arkham and has a number of clients among the town's well-to-do families. His office at 170 West Church Street, across from the Miskatonic University campus, in a small office building he shares with several other private physicians,

an attorney, and a small accounting firm.

Doctor Dwight has been a family friend of the Carter-Fields for years, and it was he who helped Margaret overcome and control her childhood delusions. Dwight was also, in a large part, responsible for her career as a writer; he suggested the activity as a therapy initially, and then encouraged her to continue when it was somewhat effective and Margaret proved to have some talent. Dr. Dwight prefers to meet the investigators at his home and will happily talk with them about Margaret, though his responses about her health or mental state will be highly guarded. He is protective of her and her reputation, and lines of questioning that are too aggressive will drive him to end the interview and, if he is truly concerned, contact Margaret's parents.

Dr. Dwight, to some extent, blames himself for Margaret's current situation, due to his reluctance to force Thomas Hannigan to change his method of treatment for his wife. He is an unapologetic critic of Hannigan, though he attempts to avoid speaking ill of the dead, despite the occasional slip. Anyone interviewing him who succeeds in a *Psychology* roll will become aware that Dr. Dwight is burdened by what he regards as his failure to protect Margaret from Thomas and his medical theories. He only visited the Bosworth house once or twice and noticed nothing unusual about the place.

How He Came to Know Margaret

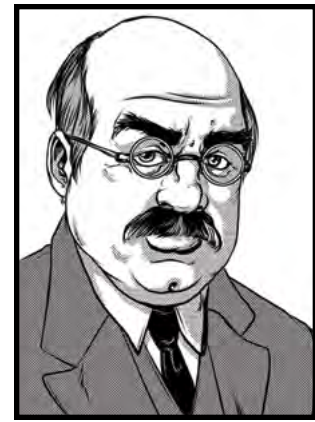
After my predecessor died, I took on the whole Carter-Field family. I knew Margaret's father through our club already, and I got to know the whole family pretty well.

Margaret's Writing

She's been writing for years. I was one of the first to notice her talent for it, and to encourage her in pursuing it as an occupation. Due to her health she elected not to attend university, but everyone who knew her recognized her keen mind. I felt that she could benefit from the stimulation and social contact.

On Thomas Harrigan

Please excuse my bluntness, but I do not suffer fools lightly. From what I knew of the late Mr. Thomas Hannigan, frankly, I would place his death squarely on his shoulders. No matter what anyone else advised, he took it upon himself to treat Margaret, and no matter how poorly she was faring he continued on his merry way, regardless of the consequences. Terrible, just terrible...





A successful *Persuade* at this point can draw Dr. Dwight on further on the subject.

I told the stubborn fool that the rest cure is, in my experience, non-sense, and that in Margaret's case an especially awful idea. Margaret needed to be busy, she needed to work. Left with nothing to do, the mind will busy itself, sometimes to ruin. There were other options of treatment — the talking cure, medicines, perhaps even a sanatorium where she might get good care, away from the pressures of new motherhood. Thomas rejected all of it, for he thought he knew best.

On Margaret

With a successful *Persuade* roll (or *Credit Rating* roll from either a physician or a member of law enforcement), the investigators can convince Dr. Dwight to open up a little about Margaret's health.

You have to understand that Margaret is, was, a very sweet and talented girl. But she has also always been troubled; since her childhood, she has suffered from a tendency towards delusion. I became aware of this really very early on. She trusted me and shared with me her stranger notions. For my part I encouraged her to find healthy outlets for her overabundance of imagination. We were able to find a way for her to distinguish between her fantasies and reality. It was a rocky road and, while she never became violent, I worried about her a great deal, but in the end I truly believe she conquered it. Her writing was a big part of her technique for managing it.

However, when she got a little down after Tabitha was born, that fool husband of hers locked her up alone, banning

her from writing, all for her own "good." The results you have no doubt read about.

As the Investigators are leaving, give them an opportunity to make a *Listen* roll. For most, this will reveal that as they leave they can hear Dr. Dwight's composure slip somewhat at their departure.

☞ For the investigator under the Bosworth House's influence, let them know that in addition to this, it sounds like he says "*Damn that house, damn it.*"

Interviewing Hannigans' Friends

The investigators may be interested in speaking with acquaintances of Thomas and Margaret Hannigan. The investigators should be able to track them down in a number of ways. The address book from the hall of the Bosworth House contains contact details for all of the Hannigan's close friends and acquaintances. Additionally, either Beth Hannigan or Mr. and Mrs. Carter-Field should be able to point the Investigators in the right direction.

Tracking down and speaking with the Hannigan's friends and acquaintances takes a good twelve hours work, and the vast majority of that time turns up nothing. For the most part, the Hannigan's friends will be unwilling to speak to the investigators about the murder, saying only that they were shocked to hear of it, and that it was a terrible tragedy. A *Persuade* roll turns up a careless comment about Margaret "always having been a little odd" but pushing the subject only get doors closed in the investigator's face.

The investigators will eventually encounter Elisa Phillips, one of Margaret's closest friends. Unlike most of the Hannigan's other friends, Elisa is willing to speak regarding Thomas' murder and Margaret's breakdown. Friends since High School, Elisa was a year behind Margaret; she feels obliged to help bring some closure to this tragedy.

Elisa is a somewhat mousy, bespectacled young woman in her mid-twenties. She is unmarried, and lives with her family in the French Hill district of Arkham. She will meet the investigators at home, where she can continue working on her embroidery while discussing the events leading up to Margaret's death. Reserved and shy, Margaret's free-spirit did much to draw her out of her shell and she hopes speaking freely here will help her friend, in some small way at least.

She points out that she had been friends with Margaret since long before Margaret's marriage to Thomas Hannigan, and that during that time she had never known her to be violent. Elisa had known



Margaret to behave oddly from time to time, talking to thin air when she thought herself alone or given over to queer fancies about the business of strangers, but this only ever happened when she wasn't working on a story.

While she does not state it openly, Elisa did not like Thomas Hannigan because he put too much trust in modern medicine rather than common sense. As she puts it:

I mean, I fail to see the good in keeping someone isolated from their friends if they are feeling a little low. I barely saw Margaret for the last three months before the tragedy. I mean, I should think I'd kill any man who kept me from congenial company for three months, too.

As for the Bosworth House, Elisa has visited it several times, the last time a little less than two months before Thomas' murder. She was taken aback by Margaret's condition — wan, barely speaking, unable to even muster a feigned smile — and she confronted Thomas about his insistence upon Margaret being isolated. He rebuffed her concerns, most rudely she will confess, suggesting that her visit was the cause of Margaret's poor spirits.

She did say one rather odd thing at the time and I've wondered about it ever since. She asked me if I had seen "her" in the house. I tried to ask her to whom she was referring. It certainly was not Thomas' sister Beth. When I suggested that she laughed at me and said "No, the woman who creeps about the house when Thomas isn't looking. The woman who is very angry with me for trying to stop her from coming back." I tried to ask more about this woman, but Thomas arrived soon afterward and insisted it was time for her meal. She had snapped, poor thing. I wish I had done more...

Beyond this exchange, Elisa had never witness anything out of the ordinary at the house besides Margaret's increasingly poor mental health. She will admit that the house always made her feel uncomfortable, but she cannot explain why.

✂ The afflicted investigator notices that the pattern in Elisa's embroidery is repeating the pattern of the wallpaper from Margaret's room, though no one else seems able to recognize the disturbing parallels.

Interviewing Margaret Hannigan

Margaret is currently being held at the Arkham Sanitarium (A201), where she is kept under constant watch. Getting in to talk to her is tricky (unless at least one of the investigators is a physician or psychologist, in which case see below). Permission can be obtained with a letter of consent from her family and a successful *Persuade* roll, but



ANTIGONISH

By Hugh Mearns

*Yesterday, upon the stair,
I met a man who wasn't there.
He wasn't there again today,
I wish, I wish he'd go away...*

*When I came home last night at three,
The man was waiting there for me
But when I looked around the hall,
I couldn't see him there at all!
Go away, go away, don't you come back any more!
Go away, go away, and please don't slam the door...*

*Last night I saw upon the stair,
A little man who wasn't there,
He wasn't there again today
Oh, how I wish he'd go away...*

This poem formed the basis for the Glen Miller hit song "The Little Man Who Wasn't There" in 1939. Though an anachronism in this era, the Keeper may enjoy inflicting the song upon the afflicted investigator.

such access is given only grudgingly by the staff who are not keen of altering routines within the ward. They are also wary of having non-professionals wandering around while they work. The Carter-Field family is unlikely to grant such permission, requiring a *Psychoanalysis* or $\frac{1}{2}$ *Persuade* roll before they will issue it. Alternately, the investigators may *Fast Talk* their way in, but they will find themselves unceremoniously ejected from the Sanitarium after two or three questions, when the deceit is discovered.

If a medical professional contacts the hospital, asking to interview Margaret on a professional basis, they will be granted an interview with a successful *Credit Rating* roll or a halved roll in their primary professional skill (i.e. *Medicine* or *Psychoanalysis*).

Finally, an investigator may be able to bribe their way into speak with Margaret. This can be achieved by looking for one of the uniformed staff members at nearby diners during a shift change. Aaron Keyes, one of the Porters, dines at the Fleetwood (A202) or Bee's Diner (A210) before each shift, and with a successful *Persuade* check, and a \$10 dollar bribe, can convinced to allow an investigator into the Sanitarium to briefly speak with Margaret.

Margaret is confined to her room, and has been straight jacketed, due to her frequent violent outbursts and scratching at the walls, until her nails break off. She is usually sedated to some degree.

When the investigators are lead in to speak with Margaret she is whispering the poem "Antigonish" (above). If addressed she stops reciting it and sits up. She insists she is sane in the most dignified and lucid manner possible

MARGARET'S STORIES

Investigators might take some interest in Margaret's writings, beyond the journal discovered in her bedroom. While it is beyond the scope of this scenario to detail every piece of Margaret's fiction and other writings, a few general points might guide the Keeper.

- Margaret, while she has not been professionally published, has authored more than two-dozen short stories, hundreds of poems, a few longer essays, and pieces of personal writing.
- Some of her stories and poems have appeared in amateur press journals, while others had been formerly circulated among her friends and correspondents. They may be tracked down with some effort (or obtained from her effects at the Bosworth House) but there are not clues to be gained from them. Readers will find her work

to be imaginative, sometimes quite vivid, but often tinged with melancholy and dream-logic.

- ☞ The afflicted investigator might fixate on Margaret's writings, finding hidden clues to the deeper secrets she has learned or secret messages that others simply cannot see. Should Margaret later vanish, the afflicted investigator might turn to her stories, possibly finding some occult clue to her eventual fate. If the Keeper wishes, allow the afflicted investigator to discover, among her last writings the real story "The Yellow Wallpaper"; in this case the story was written by Margaret rather than Charlotte Perkins Gilman. Should they attempt to show it to others as proof of something unnatural about the house, the story is discovered to be written in the afflicted investigator's handwriting.

under her present conditions. During the interview allow the investigators a *Psychology* check. On a success they are certain that Margaret is playing up to them in a theatrical manner that is consistent with compulsive lying. As such it will be nearly impossible to tease out what is delusion and what is a lie.

Why She Killed Her Husband

It is quite simple really, he'd taken up with that creeping woman in the walls. If your lover did that, you'd kill them too.

Questions About The Destruction Of The Wallpaper In The Bedroom

It was hideous. Worse still, that is where she dwelt. That harlot of Zobeide, that creeping woman, that monster in the walls.

When She First Saw The Woman In The Wallpaper

You know, I couldn't say for sure. Perhaps a month after we moved in, or maybe it was when I was five, or was that when I thought I saw the sphinxes in the city by the lake.

If Asked To Tell Them More About "The Creeping Woman"

The curious thing is, she and I are quite similar in look and build. She no doubt preyed upon our similarities to do many dreadful things. Dreadful things indeed.

☞ She may instead point to the investigator under the house's influence and say:

Why don't you ask? She is right behind you.

This costs the investigators 0/1 points of *Sanity* and the afflicted investigator 1/1d2 points.

Why She Spared Her Sister-In-Law And Daughter?

At this point she breaks down, her demeanor of grandiose theatricality falters for a moment, as she bursts into tears, sobbing.

Because they are real; they have to be real.

At this point, a porter will step in, and ask the investigators to leave.

☞ As the investigators are leaving, have one of the porters stop the afflicted investigator. The porter apologizes, explaining that the investigator dropped some small token like a wallet or a handkerchief, which the porter returns happily before sending the investigator on their way. As he or she tries to catch up, they bump into a stranger in the corridor. The stranger says "Ah, hello [investigator], how's things? Look, I can't stop, I have rounds, and the fellow on the door wouldn't let me in this morning, so I am running very late. Are we still on for Friday?"

The investigator most definitely has not met the stranger before. If the investigator answers yes, the stranger cheers "Good-o!" and skips off down the corridor. With a no, he frowns and answers "That's too bad. I was looking forwards to it."

If further questioned, the stranger is suddenly overwhelmed with an inexplicable terror and he breaks away, disappearing off down the corridor, where he locks himself in an office. Should the investigator contact a porter about this event, the porters quickly gain entry to the office, and returns the stranger, a long-term patient at the sanitarium, to their room.

🌀 Dreams of a Lake and a City

For 1d3 days after any visit to the Bosworth House, the afflicted investigator suffers from night terrors. Surreal imagery fills these dreams and a sense of bored dread. Below are some examples of dreams that the afflicted investigator might have. Should you need to generate new dreams for the investigator, themes such as isolation, loneliness, alienation, and surrealism should be at their core, while motifs such as facelessness, masks, puppets and clockwork automations, the color yellow, royalty (or other authority figures), and the stars should dominate.

Each of these dreams costs the afflicted investigator 0/1D3 Sanity points.

Dream One

You are alone on the streets of some ancient European metropolis, walking through winding lanes away from the main streets. Someone or something is following you. As is the way of dreams, you cannot see it, nor look back, but you are certain of its presence all the same. As you walk past ill-matching architectures, the streets get narrower, narrower, and narrower still, as they twist in on themselves, as though they form some glyph or rune when seen from above. It is getting closer, closer, and closer still, with each of your steps, as walking gets harder, harder, and harder still. Eventually you come to a dead end, and across where you were once sure the road should be, there is a mask shop, and however terrible the thing that followed you might have been, it would have been better to greet it than be here.

Dream Two

You are walking through the city, when you come across a hobo. He is shrouded in filthy rags, and holding out a gnarled and dirty hand, begging for coin. You do not stop; suddenly his hand strikes out, grabbing yours. You look down to pull your hand away, only to meet his gaze. His face is strange, indistinct, as though his features are made of melting wax. Only his eyes are sharp... piercing... hauntingly familiar, though you cannot place them or their owner. You pull away, and while the rest of the day passes in a flash, you cannot shake the man's eyes, not until you get home. It is there, looking into the bathroom mirror, that you realize where you have seen those eyes before.

Dream Three

You stop to watch the play, amidst the crowds of the city. Zeppelins pass overhead, trailing banners celebrating the coronation. The actors are young women of the old Queen's court, now dressed in rags and tatters. They speak their

lines with the sureness of a life in court and, though you have seen the play a hundred times, the words still move you. Finally, the scene comes close to its end. In unison, they look out, repeating the Queen's last words. "Not upon us, oh King! Not upon us!" The play done, they raise their revolvers in unison, ending their own lives. Everyone applauds, and the next troupe step up, revolvers clasped in their left hands, beginning the play anew.

Dream Four

You make your way up the winding stairs to Mecurio's flat. The old clown is no doubt drunk again, as he has been every day since the Queen's abdication. The room is in a state, and Mecurio is more so. He sits cross-legged, opening a new pack of cards, which he searches through carefully; they are beautiful, each one painted in a different style and hand, all the colors of the rainbow, depicting every one of the Greater and Lesser Arcana.

Mecurio shuffles them with the greatest of care, and then lays them face down, one at a time. King — each card turns up an identically printed King of Hearts. He continues until the whole pack is gone. You cannot see how he palms the cards, such is his skill, and you cannot help but ask.

"Mecurio, how do you do that trick?"

He looks up at you, with tears of blood running down his cheeks, offering the same answer he gives you every day. "There is no trick."

The End?

There is no fixed end to this scenario. The Bosworth House's uncertain influence over its single investigator victim can end any number of ways, depending on how your players react to the ambiguous menace posed by the home. Some players may enjoy the uncertainty and open-ended mystery while others may demand some resolution of greater finality (if not clarity); tailor your approach to concluding the scenario to your group's interests. Afflicted investigators who suffer a short-term or indefinite insanity (see page 50) might feel an insane compulsion to act, but otherwise there is little immediate impetus for investigator action.

With that in mind, here are the most likely end-points for this scenario:

Abandonment

The investigators will eventually run out of leads. The investigators, including even the afflicted one, might lose interest and move on to other mysteries.

Allow them to do so, perhaps recalling the mystery of Thomas Hannigan's murder at some future point if you think it might raise the investigator's interests. Margaret

Hannigan might inexplicably vanish from the Arkham Sanitarium or another murder may occur in the Bosworth House. Figures from this scenario might appear in some future one that features elements of the Hastur Mythos, linking them together.

Madness

As noted on page 50, should the afflicted investigator suffer enough Sanity loss to go temporarily insane they will become obsessed with the Bosworth House, unwilling to abandon their pursuit of the house no matter what their comrades do or say. The deranged investigator will devote all their energies to researching the house, its current and former residents, its architect, etc. Unless stopped by their companions, the investigator will either seek to destroy the house or may in fact disappear into Carcosa (see below).

Hopefully the afflicted investigator's companions will act before such extremes are reached. However they stop their friend should be role-played out instead of devolving to a few die rolls — whether it is private therapy or commitment to an asylum, allow the players to work these out between them.

One possible outcome is the afflicted investigator might actually persuade others that the Bosworth House is a real threat, despite any clear-cut proof; this is *Call of Cthulhu* after all.

Destruction...

Of the House

The afflicted investigator (or possibly investigators) may act against the Bosworth House. Destroying the house is a relatively simple matter, though finding a way to do so without being caught is much more challenging. The Arkham Fire Department will no doubt investigate any fire at the house and will uncover all but the most cunningly engineered arson. Likewise, Joshua Whateley depends on the house for an important part of his income and will certainly be suspicious of the investigators if he had any inkling of their unusual interest in the house.

One complication might be Margaret Hannigan herself — she could inexplicably escape from the Arkham Sanitarium and appear to help or impede the investigators' pyromaniacal schemes. Or the creeping woman herself might make an appearance...

Of Themselves

Should an afflicted investigator be driven mad by the house, they may become obsessed with solving its mysteries rather than simply destroying it. Eventually, without the help of their friends, they will succeed. Once an investigator loses more than 20% of their current Sanity to the house, they may use it as a one-way portal into Carcosa.

The investigator will withdraw from day-to-day life to complete their "research" for a period of 1d4 weeks.

At the end of this time they might contact friends to say farewell or to distribute some important items. Once this distribution is complete, they will enter the Bosworth House at the first available opportunity.

Should they be followed, everyone in the house will experience the weird effects once formerly confined to the afflicted investigator. Following the afflicted investigator proves difficult as the house begins to warp into the dream expanse of Carcosa. Again, Margaret Hannigan or the creeping woman might make an appearance.

It is left to the Keeper to work out the details of the investigators incursion into Carcosa and whether or not the afflicted investigator can be located or rescued. This will no doubt be an adventure of its own.

A Conclusion and a Beginning

Two months after the murder, a young Polish family moves into the house (though they do not stay long) and the house continues on in its ambiguous passage through Arkham's history.

Statistics

Though it is *extremely* unlikely any of these individuals skills or abilities will play a role in this scenario, for the convenience of the Keeper who wishes to may employ them at some future date, we provide them here.

ELIZABETH HANNIGAN, sister of the deceased
STR: 11 **CON:** 14 **SIZ:** 12 **INT:** 14 **POW:** 13
DEX: 12 **APP:** 14 **EDU:** 11 **SAN:** 65 **HP:** 13
SKILLS: Caregiving 69%, First Aid 46%, Medicine 14%

DR. ARNOLD DWIGHT, crestfallen physician
STR: 9 **CON:** 11 **SIZ:** 14 **INT:** 15 **POW:** 12
DEX: 10 **APP:** 11 **EDU:** 22 **SAN:** 56 **HP:** 13
SKILLS: Credit Rating 64%, Medicine 73%, Psychoanalysis 15%, Psychology 26%

ELISA PHILLIPS, one of Margaret's friends
STR: 9 **CON:** 10 **SIZ:** 9 **INT:** 13 **POW:** 9
DEX: 12 **APP:** 13 **EDU:** 17 **SAN:** 44 **HP:** 10
SKILLS: Art (Writing) 29%, Craft (Embroidery) 57%, Discuss Novels 83%, History 43%

MARGARET HANNIGAN, madwoman
STR: 13 **CON:** 11 **SIZ:** 11 **INT:** 16 **POW:** 8
DEX: 12 **APP:** 11* **EDU:** 15 **SAN:** 0 **HP:** 11
 * Under normal circumstances Margaret's APP would be 13
ATTACKS: Frantic scratching 60%, 1d2-1 points of damage
SKILLS: Art (Writing) 52%, Cthulhu Mythos 4%, Keep Up Appearance of Lucidity 18%, Psychology 81% ■

Annotated Scenario Bibliography

Arkham

by Dean Engelhardt and Bret Kramer

What follows is a list of all the published — either in print or online — scenarios set at least predominantly in Arkham during the ‘Classic’ era (roughly the 1920s and 30s). Scenarios in which Arkham is only briefly visited, is the presumed launch point but is otherwise uninvolved, or the investigators are stated to be Miskatonic University students or staff but are not otherwise set in Arkham are provided in a list at the end of this article; likewise scenarios set in Arkham in eras other than the ‘Classic’ are given in a separate list on page 74.

Scenarios marked (PDF) are available in PDF form.

Abduction in Arkham

Dagon #6

Author: Carl T. Ford

Summary: This scenario is a sequel of sorts to H.P. Lovecraft’s story “The Dreams in the Witch House.” A great-great-grand daughter of Keziah Mason, having gained possession of her ancestor’s notes on witchcraft has plans to resurrect the elder witch by performing a ritual on Walpurgis Night. To this end she has purchased the old Witch House and has kidnapped a local 5-year-old boy whom she plans to sacrifice to gain the services of The Black Man. The investigators become entangled in these schemes when they are approached to investigate the boy’s disappearance.

Setting: Arkham

Locations: The Witch House (A719); curiously the house is described as the jail in which Keziah Mason was tried and imprisoned, Miskatonic University Library (A620), Arkham Police Station (A228), Town Hall (A217)

Entities: A witch’s rat-thing familiar, a novice witch

Tomes: *The Diary of Frank Elwood* (summarizes the case of Walter Gilman), *The Eltdown Shards*, *Keziah Mason’s Diary*

Notes: Includes a map of the interior of the Witch House. This scenario predates *Arkham Unveiled* and, as such, the details of Arkham do not match those of Keith Herber’s book.

And the Dogs Shall Know You

The Arkham Evil, Theatre of the Mind Enterprises

Authors: John Diaper, Bob Gallagher, Steve Rawling, Ed Wimble*

Summary: The culmination of a long and elaborate plan of Nyarlathotep to open a gateway between dimensions has brought several disparate elements together in Arkham. A horrible spawn of the Outer God haunts the streets committing a spree of strange murders, each performed by literally aging an innocent victim to death. Although not obvious, each of the victims has a connection to an asteroid fragment recently recovered by the MU Physics Department, energy from which forms an important part of Nyarlathotep’s scheme.

Setting: Arkham (Sep-Oct, 1923); earlier two chapters in the campaign visit the Appalachian Mountains and Arizona.

Locations: Scenario generally takes place on the Miskatonic University campus; the only building specifically mentioned is the Science Annex (A610) and the Miskatonic University Library (A620) is assumed to be where certain research is undertaken. Other events in the scenario are set “elsewhere in Arkham.”

Entities: Nyarlathotep’s Spawn, an immortal sorcerer.

Tomes: None

Notes: The “Arkham Evil” campaign is structured in a loosely-coupled way: its first two chapters appear unrelated but each sets up one element (the birth of Nyarlathotep’s Spawn, the discovery of the asteroid fragment) crucial to the final confrontation that occurs in this scenario. Includes a brief pre-Herber characterization of the MU Physics Department and the Arkham Police Force which does not correspond to how they are portrayed in *H.P. Lovecraft’s Arkham*.

Arkham General

The Dreaming Prince, Chaosium

Author: Teague Avent

Summary: The investigators are hired to examine the remains of an old abbey(!?) on the outskirts of Arkham in advance of its purchase and become entangled in a murder mystery involving Yithian mind-swapping.

* The author of the scenario is unclear. Listed authors are for the book as a whole.

Setting: Arkham

Locations: Arkham Court House (A212), Arkham Sanitarium (A201)

Entities: Yithians, Mi-go

Tomes: *The King in Yellow*

Notes: This scenario draws little from Arkham as defined by Keith Herber et al.; for example, it places much of the action at the large but heretofore unknown ‘Arkham General Hospital’ rather than St. Mary’s. The scenario also describes the ruins of Cromwell abbey in the vicinity of Arkham, a setting that would be most unlikely in 1920s New England.

This author suspects, based on the very vague location descriptions provided and sundry contradictions to the city as described in *H.P. Lovecraft’s Arkham* that Mr. Avent’s version of Arkham is rather more his invention than the one established in various Lovecraft Country publication.

Behold the Mother

Dead Reckonings, Chaosium

Author: Richard Watts

Summary: A young woman is found dead in Arkham, leading investigators to the trail of a Shub-Niggurath cultist from Dunwich and her plans to unleash a malign new godling upon the world.

Setting: Arkham, Dunwich

Locations: The Arkham Town Dump (A1005)

Entities: A witch, her deformed son, her nightmarish demigod grandchild, and possibly Shub-Niggurath herself.

Tomes: *Nameless Cults* (Bridewell edition)

Notes: A strong scenario using both Arkham and Dunwich well, the scenario has the possibility for the investigators to seek out the witch on her walk from Dunwich to Arkham. The victim may be introduced during early scenarios, making her death more shocking.

Two new locations in Arkham are introduced — the law offices of Willis, Wormwood and Scrubb at 300 East Curwen Street and a cheap tenement at 89 N. Sentinel Street.

The Black Cat

Worlds of Cthulhu #2

Cathulhu, Sixtystone Press

Author: Inigo Ahrens (trans. Bill Walsh)

Summary: The cat community of Arkham is in uproar — someone has started a spree of cat-murders, linked by the fact that the heart of each cat-victim has been cut out. An investigation leads ultimately to a notorious Arkham eccentric called Fester Montague. This untalented sorcerer has accidentally brought a Cat From Saturn from out of the Dreamlands and into waking Arkham. This heinous beast yearns to return home and is committing the murders in an effort to supply Montague with the ingredients for a “witches’ brew” which will bring this about.

Setting: Arkham

Locations: Bayfriar’s Church (A707), Keenan’s Laundry (A717), the Docks (A410), the Unvisited Island (A410)

Entities: A mad occultist, Cat from Saturn

Tomes: Fester’s knowledge of the Dreamlands comes from perusing a grimoire called “Petersen’s Field Guide to the Creatures of the Dreamlands”

Notes: This scenario is written to be played as per “Cathulhu,” an alternate version of Call of Cthulhu in which the investigators are cats. The scenario could alternately be played by normal humans, though certain scenario elements and avenues of investigation (i.e. interviewing animals) would need to be altered.

The scenario makes good use of many Arkham locations. It also invents the legend of “Old Arthur” a black dog during Civil War times who brutalized the cat community. A number of other original Arkham characters (human and cat) are also described.

Bless the Beasts and Children

Adventures in Arkham Country, Chaosium

Author: Todd A. Woods

Summary: A deranged, defrocked priest seeks to bridge the gap between humans and the deep ones (a race he in his delusion views as benevolent) by kidnapping human children and raising them with deep ones and hybrids. Investigators are hired to locate his most recent victim and uncover his insane scheme.

Setting: Arkham, Falcon Point

Locations: The Arkham Police Station (A228), Arkham Cab Company (A236)

Entities: Hired thugs, a lunatic ex-priest, Deep Ones and Deep One hybrids

Tomes: *Rev. Snowden’s Notes*

Notes: Includes a more detailed map of Falcon Point, a small fishing settlement south of Innsmouth.

The Books of Uncle Silas

H.P. Lovecraft’s Arkham, Chaosium

Author: Mervyn Boyd

Summary: Uncle Silas McCrindle, a distant and unknown relative of one of the Investigators, dies in Arkham leaving an inheritance for his sole heir. Silas’ most prized possession — his library of extraordinary books — was not only the cause of his death, but some decades back also the genesis of a bitter and bloody feud within the family which placed a ruthless and covetous brother in an institution for the criminally insane. With Silas’ death, and the brother’s recent escape, there is suddenly considerable interest in the books of Uncle Silas ... but is it already too late for the Investigators to find them?

Setting: Arkham (in the “late 1920s”), Boston

Locations: E.E. Saltonstall and Associates (A124)

Entities: A lunatic bibliophile, a Star Vampire

Tomes: *My Understanding of the Great Booke* (1641), *Monstres & Their Kynde* (16th century), *Ctbaat Aquadingen* (1783), “an untitled handwritten book in no known language or cipher,” “six issues of *Neighbor Conklin’s Arkham Almanac*, 1923-1926.

Notes: The scenario is specifically designed for beginner players; it also includes an abundance of Mythos tomes. The scenario also assumes one investigator is an orphan approximately 33 years old (a relative of the titular uncle).

The Arkham house of Uncle Silas is “in a lightly wooded area, atop a hill at the edge of town, where the Aylesbury Pike starts toward Dunwich”; which based on that description, would likely be in the Old Wooded Graveyard.

Having a villain whose first name is ‘Darcus’ might seem too on-the-nose for some players and may need to be changed.

The Bosworth House

Arkham Gazette #1

Author: Ben Wenham

Summary: A wife has murdered her physician husband and is committed to an asylum. The investigators are tasked with discovering whether her madness and murder is rooted in the mundane or the malign power of the Mythos. The truth of the matter depends greatly upon the observer.

Setting: Arkham

Locations: Arkham Sanitarium (A201)

Entities: None

Tomes: None

Notes: This scenario, while offering hints of the influence of Hastur, focuses more upon personal horror, as individual investigators encounter different phenomena within the house, sowing doubt and discord. This scenario was directly inspired by Charlotte Perkins Gilman’s “The Yellow Wallpaper”; Keepers should read that story before running this scenario.

The Condemned

Arkham Unveiled, Chaosium

Author: Keith Herber

Summary: An accident releases an immortal malign wizard, long imprisoned since Colonial days. Soon he begins to enact his murderous revenge on the descendants of the men who imprisoned him as well as recovering the magical tomes and artifacts that once belonged to him.

Setting: Arkham

Locations: The Arkham Historical Society (A901)

Entities: An immortal sorcerer, a shoggoth, various magical resurrectees, Quachil-Uttaus

Tomes: *Thaumaturgical Prodigies in the New England Canaan*, *The Testament of Carnamagos*

Notes: It seems very likely this scenario was inspired by the August Derleth story “The Horror from the Middle Span.”

The villain of the piece is a very dangerous opponent, even without considering his captive shoggoth. Keepers should carefully consider how able the investigators are to handle the sorcerer and his allies and adjust if necessary.

Consumption

Island of Ignorance, Golden Goblin Press

Author: Brian Sammons

Summary: The investigators stumble across evidence of a cannibal cult operating secretly within Arkham society in the form of a fatally wounded young woman. Presumably the investigators will seek to find and destroy the members of the cult and in doing so are likely to suffer its wrath. As most of the cultists are well-connected and well-regarded citizens, the investigators have a difficult and very dangerous task set out before them.

Setting: Arkham

Locations: St. Mary’s Hospital (A623), Eleazar’s Funeral Home (A908)

Entities: Cannibal cultists; a sidebar offers suggestions on how ghouls might be added to the scenario

Tomes: *Regnum Congo*

Notes: A sequel of sorts to “A Picture in the House.” Contradicts entries D825 and D826 from the Dunwich sourcebook in which the cannibal from that story is named Israel Bishop and resides near Dunwich. A fine goods store (Miller’s) provides an important clue; see page 5 for more information. Unfortunately, the map included in the scenario provides more locations than explained by the key and, in the case of Miller’s, places it in the wrong spot.

Crimson Letters

CoC 7th Ed. Keeper Rulebook, Chaosium

Author: Alan Bligh

Summary: An unscrupulous professor at Miskatonic University dies under mysterious circumstances soon after coming into the possession of some personal papers from the Arkham jurist Caleb Hobbhouse, who participated in the witch trials in Salem. Several interested parties want these papers... not all of which are human; danger and death lurk within and without for anyone coming into contact with them.

Setting: Arkham

Locations: Arkham Sanitarium (A201), Liberal Arts Building (A611), Arkham Police Station (A228), St. Mary’s Hospital (A623)

Entities: Assorted academics, a pair of mobsters, several unwholesome antiquarians, the Horror in Ink

Tomes: *The Hobbhouse Witch Trial Papers*

Notes: As an introductory scenario certain plot elements are left to the Keeper to determine. Several new locations are described in the scenario, including Unconsidered Trifles, a shady antique store, no specific location in Arkham is given. The scenario curiously includes Hibb's Roadhouse, a location from the Arkham Horror board game rather than Fenner's Roadhouse, as described in *H.P. Lovecraft's Arkham*.

The Curse of Anubis

Taint of Madness, Chaosium

Author: Michael Tice, Shannon Appel, and Eric Rowe*

Summary: The aged archaeologist Christopher van Horn has been committed to the Arkham Sanitarium after several violent outbursts associated with his delusion that jackal-headed servants of Anubis are stalking him. In fact, he has drawn the interest of Arkham's ghouls, drawn to the magical power of three occult artifacts associated with an ancient Egyptian ghoul cult that have recently come into his possession. The investigators are tasked to prove the old man is sane and to protect him from the ghouls who still seek his accursed artifacts.

Setting: Arkham

Locations: Arkham Sanitarium (A201), St. Mary's Hospital (A623), Miskatonic University Library (A620)

Entities: Hired thugs, Ghouls

Tomes: *The Ghoul Cults of Bubastis*; investigators may also consult the *Cultes de Goules* at Miskatonic University.

Notes: The scenario is preceded by a detailed description of the sanitarium, including statistics for some of its staff and patients, as well as a map of the building on pages 85 and 86.

The scenario itself is somewhat thinly sketched, with no statistics provided for the ghouls, very little information about the trio of ghoulish artifacts, and only the barest statistics for the new tome *The Ghoul Cults of Bubastis*. (Keepers looking for more information on this cult should consult "The Sacred Flame of Bubastis" from *Worlds of Cthulhu* #4.)

Dark Rivals

Dead Reckonings, Chaosium

Author: J. Todd Kingrea

Summary: A man falsely accused of murdering a local mortician leads the investigators into a rapidly growing feud between Arkham's resident witch cult and ghouls over control of the ghouls' tunnels beneath Arkham.

Setting: Arkham

Locations: Arkham Police Station (A228), the Arkham Town Dump (A1005), the Imperial Theater (A723)

Entities: Ghouls, witches, byakhees

Tomes: None

Notes: A good introduction to the existence of the witch cult; a map of the abandoned Imperial Theater is provided.

The scenario adds a new funeral home to Arkham, the Morningside Funeral Parlor on S. Sentinel Street, and a small speakeasy, Joe's Grille, which is hidden behind a rag and junk store on River Street between Sentinel Street and East Street.

Darkness Illuminated

Island of Ignorance, Golden Goblin Press

Author: Jon Hook

Summary: The investigators are asked to look into a family's concerns about the experimental treatment their son received to cure his blindness. Investigating the goings-on at St. Lucy's School for the Blind in Arkham, they discover that the staff there have been experimenting with alien technology with unexpected and increasingly deadly consequences.

Setting: Arkham

Locations: The Radio Center (A420A)

Entities: Unscrupulous scientists, a semi-human parasite, a Mi-go, Yuggothian Thralls

Tomes: A journal of alien medicine

Notes: The scenario presents an interesting moral dilemma, as the human antagonists are in some ways worse than the Mi-go they have taken captive. Two new locations are presented, St. Lucy's School for the Blind (at 518 Lich Street; see page 7) and Warrens Laboratories, a scientific research facility (at 406 N. Peabody).

Dead of Night

Arkham Unveiled, Chaosium

Author: Keith Herber

Summary: The discovery of a skeleton in the basement of a demolished mansion leads the investigators to discover a murder committed decades ago was not the worst crime Jason Checkley committed. The construction has released his three undead children into Arkham, forcing the investigators to hunt them down and destroy them before they can do serious harm.

Setting: Arkham

Locations: The Tower Professional Building (A118), St. Mary's Hospital (A623), Miskatonic University Library (A620), First National Bank (A214), Rare Books and Maps (A125), Christchurch Cemetery (A917), Old Warehouses (A435)

Entities: A trio of zombie children

Tomes: *The Nyhargo Codex*, *The Dhol Chants*

Notes: The scenario includes a detailed map of Christchurch Cemetery and the old warehouses on River Street, between West and Garrison Streets.

* The author of the scenario is unclear. Listed authors are for the book as a whole.

The Devil's Agents

Halloween Horror 2, Chaosium (Monograph)

Author: Shawn Proctor

Summary: An inversion of usual Call of Cthulhu scenarios, the investigators are members of a nascent Shub-Niggurath cult in Arkham and go about the usual sort of cult business — stealing rare book and magical components as well as kidnapping victims for sacrifice.

Setting: Arkham, Dunwich, Salem

Locations: Miskatonic University Library

Entities: Dark Young of Shub-Niggurath, Shub-Niggurath

Tomes: *Mysteries of the Worm*

Notes: Obviously this is intended more of as a one-shot scenario rather than campaign play, but the cult may be adapted by the Keeper for use elsewhere.

Rules are included for playing characters with negative Sanity.

The Dunwich section includes stealing a dagger from a museum... certainly an unusual feature in that rustic locale that barely has a functioning general store.

Fans of *Shaun of the Dead* may also find the choice of certain character names distracting.

The Devourer

Lurking Fears, Triad Entertainments

Author: Michael Szymanski

Summary: Professor Draper, from Miskatonic University's geology department, has disappeared. The investigators are tasked with locating the missing geologist by a friend, in the process discovering an alien entity that threatens to engulf our world. The pursuit of the creature ranges throughout Arkham, as the monster has the power to mimic human and animal shapes and its very touch spreads its contagion.

Setting: Arkham

Locations: Science Hall, Miskatonic University (A609), Arkham Police Station (A228),

Entities: the Devourer and its assorted fragments

Tomes: None

Notes: A scenario very much inspired by *The Thing* (and perhaps *The Blob*). The Devourer is a very dangerous opponent and there is a good risk of a total party kill because of its rapidly fatal infectious nature; the Keeper may wish to slow this effect. Considering the date of publication (1990), this scenario was likely written without the use of *Arkham Unveiled* and, as such, contradicts it in multiple ways.

Faculty Party

Plan 09 from Halloween, Chaosium (Monograph)

Author: Jon Hook

Summary: Boston's Hermetic Order of the Silver Twilight has a long-term plan to infiltrate the MU English Department as a means of gaining access to the University's forbidden tomes. The first step in this

plan involved "buying" a Teaching Assistant position in the department and installing a young cultist in the role; the plan is to leverage that into escalating privilege through nefarious means, whether romantic or murderous. The investigators stumble into these machinations while attending a faculty Halloween party, witnessing what seems to be a professor's grisly suicide.

Setting: Arkham

Locations: Fine Arts Building (A611)

Entities: Hound of Tindalos, a shoggoth

Tomes: None specifically named.

Notes: While this scenario is ostensibly set in the 1920s, certain plot elements (the role of Teaching Assistants for example, or adults holding a Halloween party) reflect circumstances of the late 20th or early 21st century. The includes a new spell "Create Ward of Naach-Tith" which is a variant of the "Create Barrier" spell of the same name.

Fade to Gray

Tales of the Miskatonic Valley, Chaosium

Author: Scott David Aniolowski

Summary: Students from Arkham and Kingsport have gone missing, leading investigators onto the trail of several suspects, including the actually responsible party. Unfortunately stopping his crimes requires more than simple sleuthing, as he possesses a most unusual artistic talent (as well as a malign insect in his head).

Setting: Arkham, Kingsport

Locations: The Arkham Police Station (A228), Arkham High School (A603), Miskatonic University Fine Arts Building (A611),

Entities: A psychotic killer, Insects from Shaggai, various illusory dream monsters, "Amorphous Thing," "Billy," Cat from Saturn, a dream form of the psychotic killer. The Insect from Shaggai also knows the spells to summon (and sometimes bind) Azathoth, Ithaqua, Yog-Sothoth, Dark Young of Shub-Niggurath, Hunting Horrors, and Fire Vampires; in the scenario only the latter creature is ever employed

Tomes: *Massa di Requiem per Shuggay*

Notes: The predominant setting for this scenario is Kingsport but enough of it is set in Arkham, and the connections to Arkham strong enough, that it warrants inclusion on this list.

This scenario is, at least in part, inspired by the novel *The Picture of Dorian Gray*.

Fear in a Bottle

Dead Leaves Fall, Chaosium (Monograph)

Author: John A. Amlack

Summary: The investigators are drawn into the mystery of a theft from the M.U. Exhibit Museum, uncovering a serpent man sorcerer's plan to revitalize his ophidian species by mating with the offspring of Tsathoggua.

Setting: Arkham

Locations: Miskatonic University Exhibit Museum (A624), Arkham Police Station (A628), Potter's Field (A102), the Hotel Miskatonic (A626)

Entities: A hearty zombie, degenerate serpent folk, ghouls, a serpent man, Sfatlicllp

Tomes: *The Pnakotic Fragments*, *The Kranorian Annals*, the journal of a Serpent man (in Aklo)

Notes: Set during the Stock Market Crash of 1929. The scenario mistakenly states that Danny O'Bannion lives in the Hotel Miskatonic while his actual residence is the Timbelton Arms Apartments (A805).

From the Trenches

Challenge Magazine #63

Author: Adam Giebel

Summary: A Great War veteran seeks the investigators help; he fears that a horrifying creature, escaped from in the dying days of the war, has come to Arkham seeking him.

Setting: Arkham

Locations: E. Parrington, Gunsmith (A414B), Miskatonic Veterans Home (A601), Old Wooded Graveyard (A405)

Entities: The Keeper is presented with multiple options for what is pursuing the veteran — his guilt, a vengeful human comrade, ghouls, and a 'Gibichung'; an ape subject to medical experimentation by the German Army and released on the battlefield during the later days of the Great War

Tomes: None

Notes: As noted under 'Entities' above, the scenario is designed like an expanded "Tale of Terror" with several different options as to just what is going on. Due to the small scale nature of the scenario it might make a good first adventure in a campaign.

Gate from the Past

The Asylum and Other Tales, Chaosium

Author: John Scott Clegg

Summary: Elder Things attempting to escape the revolt of the shoggoths create a time gate in Arkham on a hill near the 'Aylesbury Road Cemetary' [sic]. Chronological anomalies attract the attention of investigators, possibly leading to a fight with the elder things, half-a-dozen shoggoths, and a hungry dinosaur.

Setting: Arkham, the late Jurassic era

Locations: Aylesbury Hill Graveyard (A1016)

Entities: Elder Things, shoggoths(!), a Ceratosaur(!)

Tomes: None

Notes: A curiosity from the earliest days of Call of Cthulhu, this death-trap of a scenario was written before *Arkham Unveiled* and contradicts it at several points. The word "cemetery" is consistently misspelled throughout the scenario.

Ghost Writer

Challenge #58

Author: James L. Cambias

Summary: The death of a pulp magazine editor Michael Trout draws the investigators into a series of unexplained deaths, all linked to the Arkham-area ghost writer Phillip H. Valecroft. It would seem that the author has unknowingly been drawing inspiration from the Brotherhood of Night, a Mythos cult recently set up in Arkham, via his dreams.

Setting: Boston, Arkham

Locations: None named; villain is a Miskatonic University professor and the campus is said to be nearby.

Entities: Cultists, Khoorgolan (a petrified, armless, reptilian, god-like being); cultists can summon and bind Fire Vampires and Dimensional Shamblers

Tomes: *G'harne Fragments*

Notes: Phillip H. Valecroft and his ghost-writing clients are very thinly disguised versions of H.P. Lovecraft, Zelia Bishop, Robert Bloch, and August Derleth.

Halloween Nuit

Plan 09 from Halloween, Chaosium (Monograph)

Author: Oscar Rios

Summary: It's the day before Halloween and the Investigators have been invited to a function celebrating the arrival in Arkham of a visiting Egyptian exhibit from The Cairo Museum, which features the mummy of a notable court astrologer. When the discovery is made that several items have been stolen from the mummy (actually a prank pulled by a student), the investigators are hired to solve the embarrassing mystery. The mummy, however, is not as dead as everyone believes and it too has ambitions to find whoever stole its belongings and get them back ... though its methods are less conventional. The end result is that at this year's Halloween frat parties, some of the costumes are really very convincing indeed.

Setting: Arkham (1929)

Locations: Liberal Arts Building (A611), Sigma Phi fraternity house (*Miskatonic University* p. 122); the scenario assumes events are spread throughout the Miskatonic University campus

Entities: Children of the Sphinx, ancient astrologer mummy (a worshipper of Shub-Niggurath)

Tomes: None

Notes: A minor plot point in the scenario revolves around the rivalry between Arkham's Mayor Peabody and current election rival MU's Dr. Wainscott (described in "H.P. Lovecraft's Arkham"). There is, however, a slight inconsistency of dates — this scenario takes place around Halloween 1929 whereas the Mayoral vote contested by Peabody and Wainscott would, by Herber's descriptions in the Arkham sourcebook, have taken place on November 6, 1928 (with the next election being November, 1930).

Hands of a Living God

The Unspeakable Oath #13

Author: Daniel Harms

Summary: A worried friend sends the investigator a curious artifact recovered near Arkham, leading to the investigator being relentlessly chased by a supernatural foe.

Setting: Arkham

Locations: Miskatonic University Library (A620)

Entities: Keeper of the Yellow Sign

Tomes: *The King in Yellow*, *Thaumaturgical Prodigies in the New English-Canaan*

Notes: The scenario, as written, is intended for a single investigator and Keeper, and stresses the isolation and vulnerability of the single investigator. While the introduction says the scenario can be run in either the Classic or Modern era, some adjustments are required to the text as written to fit into the Classic era.

Hope

Halloween Horror Returns, Chaosium (Monograph)

Author: Bob Brinkman

Summary: In this one-shot scenario, players take on the roles of cultists who become aware of a ritual mask associated with Cthulhu (The Mask of Ichtultu), currently in the possession of a team of typical Mythos Investigators who recently retrieved it from Brazil. Being fanatical cultists, the player characters seek to obtain this mask. This effort is however complicated by the fact that the original Brazilian cult which worship the artifact has also sent a team to Arkham to obtain it by any means.

Setting: Arkham (1924)

Locations: Arkham Advertiser (A130), Arkham Police Station (A228), Miskatonic University Library (A620),

Entities: Unfortunate investigators, Cthulhu cultists

Tomes: None, though an NPC is mentioned to have donated a copy of *The Black Sutra* to the Miskatonic University Library. The cultists' library is said to contain "several tomes of forbidden knowledge" but no statistics are provided. Two of the pre-generated characters for the scenario might plausibly own the Mythos texts mentioned in their character biographies (*Invocations of Dagon* and *Sapientia Maglorum*), but no list of equipment is provided.

Notes: The scenario includes a pre-generated set of four cultist characters. An optional encounter involves a rather anachronistic import store near the Arkham river front called "Third Eye Imports" (run by Terrance Power), which is the sort of place cultists apparently go to buy obscure ritual accessories. The scenario also adds the Arkham Museum of Arts and Antiquities — no address/location given — which Keepers might replace with the Miskatonic University Exhibit Museum (A624).

The scenario includes among locations that might be visited the airfield in Boston, which it calls Logan Field, a name that was not given to the facility until 1943. Before that date it was called Jeffery Field. Additionally, in 1924 there were no routine commercial flights and very limited facilities there as it was primarily used by the Army Air Corps and the Massachusetts Air Guard.

The Hopeful

More Adventures in Arkham Country, Miskatonic River Press

Author: Oscar Rios

Summary: Arkham's Andrew Fisher is widely anticipated to be a part of the United States' Olympic swim team for the upcoming Amsterdam Olympics. He hires the investigators to discover the source of the unexplained trust fund that has provided for him since the death of his parents. This research discovers Andrew's tragic connection to the Marsh family of Innsmouth... and also unleashes the wrath of Fisher's mystery benefactor, putting their lives, and Fisher's, in danger.

Setting: Arkham, Innsmouth

Locations: Arkham First Bank (A214), the Arkham Police Station (A228), the Arkham Gazette (A108), the Arkham Advertiser (A130), St. Mary's Hospital (A623)

Entities: Deep One Hybrids and associated human mobsters, overzealous G-Men

Tomes: None

Notes: An excellent alternative introduction to Innsmouth instead of "The Crawford Inheritance." The scenario begins in Arkham, and much of the action takes place there, but investigations (and likely action) in Innsmouth is essential to solving this mystery.

The Horror Out of Partridgeville

Challenge #46

Author: Frederick Paul Kiesche III

Summary: An occult writer meddles with powers beyond his ken and accidentally unleashes an extradimensional horror upon Arkham and nearby towns. It is up to the investigators to determine the cause of this menace and to find a way to return these aliens to their original dimension.

Setting: Arkham, Partridgeville — a small village near Arkham

Locations: Arkham Advertiser (A130)

Entities: Space Eaters

Tomes: *Langley's Papers*

Notes: Partridgeville, as described by Frank Belknap Long, works better as an analog for Providence, R.I. and bears little resemblance to the small seaside village described in the scenario.

In a Different Light (PDF)

Cthulhu Reborn (website)

Author: Dean Engelhardt

Summary: In an effort to improve his popularity with the poor folk of French Hill in the run up to the election, Arkham's Mayor Peabody has commissioned electric lighting be installed along a stretch of Walnut Street. What nobody could know is that the brilliant Boston scientist whose new ultra-efficient design was chosen for the task only achieved his spectacular engineering feats by incorporating an arcane powder into the construction of his electric lamps. When sensitive folk around Walnut Street begin to develop the ability to see those true horrors which exist forever just beyond the veils of human perception, some go mad while others are devoured by the things they have seen. The investigation leads to Miskatonic University, Boston and ultimately to a ghost town in a remote area of Lovecraft Country.

Setting: Arkham, Boston, Crawford's Rise

Locations: Arkham Sanitarium (A201), Science Hall (A609); much of the scenario is set on Walnut Street, in Arkham's Lower Southside neighborhood.

Entities: Denizens of the Spaces Between, "The Sleeper" — an unnamed minor Great Old One

Tomes: Discussion of consulting the *Liber Ivonis/Livre d'Ivon*

Notes: Inspired by Lovecraft's story "From Beyond." The abandoned (fictional) village of Crawford's Rise is said to be seven miles to the west of Arkham and two miles east of (the real town of) Sudbury, a geographic impossibility assuming Arkham is near Salem.

The Key and the Gate

White Wolf #23

Author: Chris Hind

Summary: Professor Ian Prescott, a friend of the investigators and recently returned from an archaeological expedition in Egypt, fails to arrive for a scheduled meeting. It turns out he has been kidnapped by a deranged ghoul changeling who intends to sacrifice him to Yog-Sothoth atop the Great Pyramid.

Setting: Arkham, the Plateau of Giza

Locations: Faculty/Graduate Residence (A616), Hoyt Administration Building (A625), Miskatonic University Library (A620), Ghoul tunnels beneath Arkham

Entities: A human-ghoul cultist, ghouls, a horrible mummy, Tawil At'Umr, (potentially) Yog-Sothoth

Tomes: "A piece of yellowed parchment," *The Key of Solomon* (to which certain Mythos information has been added).

Notes: This is probably the most time-compressed scenario on our list, intended by the author to play out over about seven hours. Despite having been published in 1990, the scenario's version of Miskatonic University does not track with the one presented in *Arkham Unveiled*. The scenario starts at Neptune's, "dark and

musty" (but otherwise undetailed) restaurant on Whateley Street.

A Little Knowledge

Arkham Unveiled, Chaosium

Miskatonic University Guidebook,* Chaosium

Author: Richard Watts

Summary: Investigators are drawn into the strange death of Miskatonic University student Frank Charlton and discover that the experiments of Herbert West have been taken up by a new Reanimator.

Setting: Arkham

Locations: St. Mary's Hospital (A623), West Dormitory (A618), East Dormitory (A619), Desolate Highway Café (A131), Miskatonic University School of Medicine (A631), the Chapman farmhouse (A1006)

Entities: Resurrected parts, a mad scientist, a resurrectee

Tomes: *Claude Owen's Papers*

Notes: This scenario is intended for inexperienced investigators and has only one scene involving any physical danger. As it involves Miskatonic University students, the scenario is ideal for those Keepers using the campus of MU as a primary setting.

The Little People

The Fifth Edition Keeper's Kit, Chaosium

Author: Keith Herber

Summary: Danny O'Bannion instructs members of his crew to recover a ring owned by a recently deceased associate. The investigators discover a supernatural connection between the deceased and a group of not-so-welcome migrants from the Old Country; a race of diminutive creatures from Irish legend called the Little People.

Setting: Arkham

Locations: Timbleton Arms Apartments (A805), Eleazar's Funeral Parlor (A908), The Club (A911), St. Mary's Hospital (A623), Pump House and Water Tower (A101), St. Michael's Church (A714), Arkham's sewers under 'Downtown' (A400s)

Entities: The Little People, a banshee, various mobsters

Tomes: None, though a few mundane books of Celtic folklore appears

Notes: The investigators are assumed to be members of Danny O'Bannion's crew and pre-generated mobsters are provided. Since the Little People can only be seen by the very young or the intoxicated, the large number of automatic weapons available to the party may alarm Keepers. Additional information about Arkham's sewer system, (including several diagrams) is also provided.

* This scenario appears in the original *Arkham Unveiled* but not in either *The Compact Arkham Unveiled* or *H.P. Lovecraft's Arkham*. It then later appeared in *The Miskatonic University Guidebook*.

Mary

Before the Fall, Chaosium

Author: Mike Lay

Summary: The investigators are hired to find the child a woman gave up for adoption more than twenty years ago. Journeying to Innsmouth they discover evidence leading them to Arkham, where they can find themselves endangered not only by Innsmouth's hybrids but by their inhuman client.

Setting: Arkham, Innsmouth

Locations: The Arkham Advertiser (A130), Arkham Police Station (A228), Timbleton Arms Apartment (A805)

Entities: Deep Ones and Deep One hybrids

Tomes: Strange magnesium tablets written in R'lyeh glyphs, the contents of which are left to the Keeper.

Notes: Presents a most unusual Deep One in the case of 'Mary,' who has more complicated motives than most of her aquatic brethren and prefers to live apart from Deep One society. While Innsmouth plays an important role, much of the action takes place in Arkham.

Missed Dues

Missed Dues and Other Adventures, Chaosium (limited release monograph from GenCon 2015)

7th Edition Keeper's Screen, Chaosium

Author: Mike Mason

Summary: The investigators play the part of members of the O'Bannion gang, sent to shake down a free-lancing cat burglar who has committed several high-profile thefts in Arkham. They uncover the artifacts he has stolen are connected to a dangerous new cult.

Setting: Arkham

Locations: The Speakeasy (A113), Miskatonic University Library (A623), Miskatonic University Exhibit Museum (A624)

Entities: Mobsters, Azathoth Cultists and assorted humans driven mad by the Daemon Sultan, Servitors of the Outer Gods, Azathoth

Tomes: *The Power of the Universe*

Notes: Includes six pre-generated gangster characters.

The scenario introduces the Temple of Hope, a semi-religious organization recently arrived in Arkham with a chapter set up on French Hill (114 East College St). The Temple is a front for Azathoth worship. Also introduced is a lower-class speakeasy — Sycamores (Lower Southside).

Must the Show Go On?

Plan 09 from Halloween, Chaosium (Monograph)

Author: Jason Williams

Summary: Bostonian stage magician Garlock the Great has a nefarious and cunning plan to obtain a rare occult scroll by tricking his female assistant into unknowingly making the Unspeakable Promise to Hastur on his behalf during a performance in Arkham. His plan

goes awry when instead of being killed during the performance (thus fulfilling the promise), the assistant survives and goes on to transform into an Unspeakable Possessor, nightly killing hobos and other nightlife from Arkham's streets. The investigators are enmeshed in this situation either as discoverers of the scroll, delivered as part of the promise, or as the ones seeking to put a stop to the endless procession of murders.

Setting: Arkham

Locations: Manley Theater (A109), St. Mary's Hospital (A623)

Entities: Byakhee, Tcho-tchos, an Unspeakable Possessor

Tomes: Sanskrit translation of the *Liber Ivonis*

Notes: Includes a brief description of some of the challenges to navigating Arkham's sewers.

A Painted Smile

Tales of the Miskatonic Valley, Chaosium

Author: Richard Watts

Summary: The investigators run afoul of Hilda Francks, an aged and unstable doll-maker. When she dies accidentally, her spirit lashes relentlessly against them via possessed dolls. With diligent research, the investigators may be able to end Hilda's spectral attacks, but only if they are able to give her spirit the companionship it dreamed of in life.

Setting: Arkham

Locations: The Arkham Historical Society (A901), Split Rock (A1007A)

Entities: Possessed porcelain dolls, a vengeful spirit

Tomes: None

Notes: A generally free-form scenario consisting of a series of possible encounters with Hilda's dolls as well as the fruits of investigation in order to put her spirit to rest.

The Pale God

The Great Old Ones, Chaosium

Author: Kevin Ross

Summary: The investigators are asked to come to the aid of an occult author investigating the old Martensen house in Arkham, a place surrounded by dark rumors. After he dies in a spectacular manner, they uncover the schemes of a cultist who fled from the Severn Valley to the United States. They have the opportunity to take a supernaturally short trip to the United Kingdom to go visit the cultist's god.

Setting: Arkham, Gloucestershire

Locations: Independence Square (A218), Hotel Miskatonic (A626), Bertrand Chambers (A215A)

Entities: The Brood of Eihort, Eihort

Tomes: *Martensen's Journal*

Notes: Includes notes on how to integrate with the other scenarios in *The Great Old Ones* into a sort of rough campaign; none of the other scenarios are set in Lovecraft Country.

Pursuit to Kadath

Pursuit to Kadath, Theatre of the Mind Enterprises

Author: Bob Gallagher

Summary: This lengthy scenario begins in Arkham, but very quickly departs on a globe-trotting adventure in pursuit of a possessed MU student (and son of a US Senator) that is hell-bent on performing a ritual in an obscure part of Turkey. The section in Arkham focuses on a prequel scene in which the Investigators attend the party at which an “innocent” session with an Ouija board leads to the student’s possession, and the mystery of two crimes committed weeks later by the alien possessor. The first of these involves a murder committed apparently by a disembodied arm; the second a bank robbery in which the perpetrator was apparently invisible.

Setting: Arkham (1923), New York, time at sea, Turkey

Locations: Various locations at Miskatonic University, though most locations do not correspond to the campus as established in *Arkham Unveiled* and expanded in subsequent works.

Entities: No mythos entities in Arkham, but elsewhere in the campaign it is possible to encounter vampires, Dragon Warriors of Yig and an Avatar of Yig.

Tomes: *Pnakotic Manuscripts* (though not in Arkham, it’s in the NY Public Library).

Notes: Scenario includes a wealth of source material relevant to Arkham, including a rail schedule for the B&M via Arkham, a full MU curriculum, a pre-Herber map of the campus, a system for determining student income during character generation, information about types of student accommodation and a map of a typical student room. (It also includes information about hypnosis, Turkey in the 1920s, and sea travel, but those are outside the scope of this list...)

The Queen of Night

The Arkham Gazette #3

Author: Chris Huth and Bret Kramer

Summary: A murder is discovered on a rocky hill near Arkham. The investigators may discover that this murder was not the first by a newly-minted witch and her growing number of allies. The investigators must not only locate the murderers, but also trace back a family lineage blighted by a supernatural pact that dates back centuries.

Setting: Arkham, Bolton

Locations: St. Mary’s Hospital (A623), Arkham Police Station (A228), the Old Brickyard (A512), Desolate Highway Café (A131), Arkham Historical Society (A901), Arkham Sanitarium (A201), many others are mentioned as potential secondary sources of information. The investigators are also encouraged to locate a copy of *Thaumaturgical Prodigies in the New-English Canaan*, which can be found at several places in Arkham (see page 16).

Entities: At least one witch (living), the spirit of another witch (potentially), a bird-thing familiar, a least one lunatic henchman, and possibly several more.

Tomes: *Thaumaturgical Prodigies in the New-English Canaan*

Notes: A complex and open-ended scenario that presents investigators with a series of murders conducted by a newly-minted witch from an old witch line. The investigators must not just identify and locate the culprit, but stop her from recruiting others to the cause.

The Reeling Midnight

New Tales of the Miskatonic Valley, Miskatonic River Press

Author: Tom Lynch

Summary: The investigators are asked to look into a pair of displaced Hungarian nobles — Zoltan and Ariadne Varga — recently encamped in Arkham. The younger of the duo is romancing (among others) the scion of the well-to-do Wilcox family. The pair, known for their lavish, nay decadent, parties, are most certainly up to no good; the malign gaze of Atlach-Nacha falling upon the lovely Ariadne complicates their affairs greatly.

Setting: Arkham

Locations: None are used in detail though a few new locations are described; see ‘Notes’ below.

Entities: An avatar of Atlach-Nacha, Spawn of Atlach-Nacha

Tomes: None

Notes: This scenario provides an excellent entry-point for investigators into the more bohemian sides of Arkham society. Any number of Arkhamites might be encountered at one of the Varga’s parties (the scenario includes several already), allowing the Keeper to place hooks to future scenarios with ease. Mentioned party-going NPCs include Bartholemew Appley (A103), Prof. Francis Morgan (A611), Stuart Portman (A804), and Gerhard Wvinch (A112) but many other guests are possible. Regarding locations and businesses, many are mentioned in passing (such as Manton & Manton Real Estate {in the Tower Professional Building (A118)} and St. Stanislaus Church (A904)) but the bulk of the action takes place at the spacious Varga residence at 863 Halsey Street.

Some Keepers might wish to expand upon the hinted at (but unexplored in the text) Dreamlands elements underpinning the scenario.

Regiment of Dread

Tales of the Miskatonic Valley, Chaosium

Author: Geoff Gillan

Summary: A war hero with a shameful secret plots to invoke malign magic to undo his past cowardice. Unfortunately, the spell causes a bizarre deformation of the Civil War monument in Christchurch Cemetery. Things climax with a supernatural reenactment of the Second Battle of Bull Run.

Setting: Arkham

Locations: Christchurch Cemetery (A917), Miskatonic Valley Veterans Home (A601), the Arkham Historical Society (A901)

Entities: Servitors of the Effigy of Hate, reanimated corpses

Tomes: *The Corpus Modus*

Notes: A rather linear affair with all but forcing the investigators to engage in a magically recreated Civil War battle (in which investigators cannot die). Includes a small map of a portion of Christchurch cemetery, near the Civil War memorial.

The Return of the Magician

Plan 09 from Halloween, Chaosium (Monograph)

Author: Simon Yee

Summary: Five years ago, the once-famous Arkham stage magician Phineas Tormei died by his own hand after an obsessive career aimed at exposing fraudulent mediums and mystics. Before his death Phineas publicly declared that he would give half of his estate to anyone who could return his spirit from death within five years. As the time draws near, a Moroccan gentleman — apparently Phineas' former stage assistant — has arrived in Arkham saying that he will not only resurrect the illusionist's spirit but bring his body back to life also. Worried she will lose half the magician's money, his widow asks the Investigators to travel to Morocco to discover what is really going on.

Setting: Arkham, Morocco

Locations: Arkham Public Library (A211) or Miskatonic University Library (A620), Arkham Sanitarium (A201; called Arkham Asylum throughout the scenario)

Entities: The Worm that Walks

Tomes: *True Magick*

Notes: This scenario ties in closely with material in "Secrets of Morocco" although some effort has been made to allow Keepers to run it without having access to that book.

Season of the Witch

H.P. Lovecraft's Dreamlands,* Chaosium

Author: Richard T. Launius

Summary: The investigators are hired to investigate a grave robbery in Arkham and discover a revenge plot born in the earliest days of Arkham and carried forth from the Dreamlands.

Setting: Arkham, the Dreamlands

Locations: Aylesbury Hill Graveyard (A1016), Arkham Advertiser (A130), Arkham Historical Society (A901), The Arkham Police Department (A228), Arkham Sanitarium {here called 'Sanitorium'} (A201), Miskatonic University History Department (A611), Miskatonic University's Orne Library (A620)

Entities: In Arkham: Ghouls; in the Dreamlands: Men from Leng, Moon Beasts, the Loathly Horror,

reanimated corpses, Wamps, 'Specter' a caprine familiar, a deathless witch. Potentially a dozen gugs, three wamps, and a moonbeast can be brought into our world via a gate in the event of a serious failure on the part of investigators

Tomes: Notes about consulting *Thaumaturgical Prodigies in the New England Canaan*, *The Book of the Black Stones* (in the Dreamlands)

Notes: This scenario draws inspiration from "Dreams in the Witch House." Published in 1986 (before *Arkham Unveiled*) this scenario contradicts various specifics about Arkham, including individuals and locations.

Senior Project

Ramblings of a Twisted Muse, Chaosium (Monograph)

Author: Robert Hobart and Phil Thompson

Summary: Former Miskatonic University students and foes of the Mythos mistakenly believe (thanks to Nyarlathotep) that they have uncovered a method to create a limitless source of power but are in fact soon to unleash a seed of Azathoth (and the apocalypse) upon the world.

Setting: Arkham, Edgewood, Maine

Locations: Hoyt Administration Building (A625), Miskatonic University Library (A620), Arkham Sanitarium (A201), Science Hall (A609), Axton Field House (A608)

Entities: A Yithian, a Dimensional Shambler, Tick-Tock Man

Tomes: None

Notes: Set in 1933, the investigators are researching a group of former investigators, several of whom are either dead or permanently hospitalized. Six pre-generated characters are provided.

Spare the Rod

More Adventures in Arkham Country, Miskatonic River Press

Author: Adam Gauntlett

Summary: The investigators are hired to conduct research into several of Arkham's darker legends, including the cursed Colonial school teacher, Christopher Seaton. Unfortunately, that legend proves to be quite true, leading the investigators into a race against time to stop not only the undying Seaton from killing more of Arkham's children, but to make sure Seaton's body cannot be possessed by his malevolent occult patron Goody Fowler.

Setting: Arkham

Locations: The Arkham Historical Society (A901), Town Hall (A217), Miskatonic University Liberal Arts Building (A611), Miskatonic University Library (A620), the Arkham Public School Building (A407), The Old Wooded Graveyard (A405), Hangman's Hill (A404), Goody Fowler's Cottage (A1009)

Entities: Ghouls, a Nightgaunt, Goody Fowler's ghost, an undying school teacher

Tomes: *Goody Fowler's Grimoire*

* In every edition except for the 4th aka *The Complete Dreamlands*.

Notes: Includes a map of Goody Fowler's cottage. For more information on Goody Fowler, consult *The Arkham Gazette* #3 — Touched by the Fairies (p. 65) and p. 25, which offers a historical account of Fowler's life and murder.

Spirits Over Arkham

Author: Terry White

Summary: The investigators are hired to investigate the suspicious death of Jeremy Lombard, a young reporter for an Arkham newspaper (*The Arkham Reporter*). His death is connected to his investigation of the ominous Hoesynth House, east of Arkham — in addition to being the base of a group of rum-runners, the house was also the home of Elias Hobart, a reputed witch. Hobart, of course, still lingers, trapped between worlds, needing only several more deaths to free him from his supernatural prison.

Setting: Arkham

Locations: Miskatonic University Library (A620), Arkham Police Station (A228).

Entities: Mobsters, armed vagrants, a dimensional shambler, animated skeletons, and an immortal sorcerer's interdimensional spirit

Tomes: *The Golden Bough* (though the scenario says "Boush" since 'Frazer' is listed as the author, I am assuming the latter is intended. I am unaware of any version of the work which contains the formula for summoning a dimensional shambler and other Mythos secrets, however.)

Notes: Privately published (without license from Chaosium) in 1987; the Arkham described within differs in many points from the city later described in *Arkham Unveiled*. The scenario is now available for free on Yog-Sothoth.com.

The Thing in the Darkness

Fantasy Gamer #3

Author: Matthew J. Costello

Summary: A mysterious warning from a patient at the Arkham Sanitarium unexpectedly connects to the case of a missing Miskatonic University student.

Setting: Arkham

Locations: Arkham Gazette (A108), Arkham Historical Society (A901), Arkham Public Library (A211), Arkham Sanitarium (A201; called 'Arkham Sanatorium' in scenario), Aylesbury Hill Graveyard (A1016), Miskatonic University Locations (A611, A623), Town Hall (A217)

Entities: Cthonians, Cthonian-human hybrids

Tomes: *Cultes des Goules*, *De Vermis Mysteriis*, *G'harne Fragments*, *Unausprechlichen Kulten*

Notes: This is a solo scenario, which comes with a pre-generated investigator "B. Smith." As it was written several years before *Arkham Unveiled*, the locations and NPCs in the scenario rarely match with Keith Herber's version of the city.

Readers with an interest in RPG history may be interested to know that among the play-testers listed are Steve Jackson, Warren Spector, and Sandy Petersen.

A Time to Harvest, Episode 2

A Time to Harvest, Chaosium

Author: Brian Sammons and Charles Zaglanis, with Glynn Owens Barrass and Mike Mason

Summary: A group of Miskatonic University students, freshly returned from a tragedy-stricken research trip to Vermont, discover that something is very wrong with their former companions.

Setting: Arkham

Locations: The scenario is primarily set on the Miskatonic University campus and many places on campus might be visited. The scenario text specifically talks about the Charles Tyner Science Annex (A610), Miskatonic University Library (A620), Science Hall (A609), Locksley Hall (A614), off campus Hangman's Hill (A404) is the site of an encounter

Entities: Human agents of the Mi-Go (some 'enhanced' by Mi-Go science), Mi-Go

Tomes: None, but as portions of the scenario are set at the Miskatonic University Library, any number of Mythos tomes are potentially available.

Notes: This scenario presumes that the investigators took part in a Miskatonic University research trip to Vermont (which took a scandalous, possibly tragic turn), limiting the scenario primarily to students, professors, and other academics.

Trail of Yig

Tales of the Miskatonic Valley, Chaosium

Author: Eric and Keith Herber

Summary: The death of a psychic after handling an accursed object leads investigators to the hidden spawn of Yig near Dunwich.

Setting: Arkham, Dunwich

Locations: The Miskatonic University Library (A620), The Wilcox Estate (A1017)

Entities: The Thing in the Basement, bootleggers, the Cursed of Yig, Children of Yig, assorted snakes, the Yig-Spawn

Tomes: *The Necronomicon* (consultation only), *True Magick*

Notes: The scenario was co-written by Keith Herber and his son Eric. The Arkham section takes up about 1/3 of the scenario (with Dunwich occupying the remainder) but it is expansive enough to warrant inclusion on this list.

ARKHAM CONNECTED SCENARIOS

These ‘classic-era’ scenarios involve Arkham in a lesser way, often by starting the action there and then progressing to some other location for the bulk of the scenario. We have tried to include in the fuller list above any scenario that plays out more than one scene in Arkham, but the differentiation between these two lists is by necessity a subjective one.

A Time to Harvest, Episode 3 — *A Time to Harvest*
 Alone Against the Dark — *Alone Against the Dark*
 The Benighted — *The Thing at the Threshold*
Canis Mysterium
Dead Light
 Dead Leaves Fall — *Dead Leaves Fall*
 The Dig — *Terrors from Beyond*
 Drawn from the Water — *The Arkham Gazette* #2
 The Edge of Darkness — *Call of Cthulhu Rulebook*, 5th
 and 6th Editions
 Escape from Innsmouth — *Escape from Innsmouth*

OTHER ERAS

Arkham has been the setting for scenarios outside of the ‘Classic’ era; Chaosium even published *Arkham Now* in 2009, a guide to modern Arkham. There have also been a smaller number of scenarios in other eras as well. Sixtystone Press is also developing the “Colonial Cthulhu” setting, which features Lovecraft country circa 1750, though as of this issue’s printing, that campaign setting has not yet been released.

City Under the Sea (M) — *Cthulhu Now*
 Deep Trouble (M) — *Challenge* #54
The Devil’s Children (1690s and M)
 Enter the Gaijin (M) — *Halloween Horror 2* (Monograph)

Freakshow — *Tales of the Miskatonic Valley*
 The Heart of the Dark — *White Dwarf* #75
 The Hills Rise Wild — *H.P. Lovecraft’s Arkham*
 The Horror on Old Hill — *Adventure Gaming* vol. 2, #1
 The Inheritor — *The Thing at the Threshold*
 The Lost Temple of Yig — *Call of Cthulhu d20*
Gamemaster’s Pack
 The Mask of Neil Marlow’s Pet — *Halloween Horror*
Returns (Monograph)
 New York City — *The Complete Masks of Nyarlathotep*
Porphyry and Asphodel
 Prologue — *Beyond the Mountains of Madness*
 The Plantation — *Mansions of Madness*
 The Rise of Xnaaki — *The Unbound Book* #0
Starfall Over the Plateau of Leng
 Time and the Serpent — *Dwellers in Shadow*
 Whispers from the Abyss — *Whispers from the Abyss (and*
Other Tales)

Fellowship of the Witching Hour (1940s) (Monograph)
 I Did What the Virgin Asked (M) — *Arkham Now*
The Last Trial (1730s) (Monograph)
 Lethal Legacy (M) — *Last Rites*
 The Lock-in (M) — *Dead Leaves Fall* (Monograph)
 Lonely Hearts (Taste Great) (M) — *Arkham Now*
 Lost in a Book (M) — *Arkham Now*
The Past is Doomed (M)
 Reanimator (aka Herbert West, M.D.) (M)
 — *The Dreaming Prince*
 Reborn to Die (M) — *Toying with Humans* (Monograph)
A Resection of Time (M)
 Silent Night (M) — *Christmas in Kingsport* (Monograph)

Wasted Youth

New Tales of the Miskatonic Valley, Miskatonic River Press

Author: Christopher Smith Adair

Summary: A schoolboy under the malign influence of a Hyperborean magician infects others with his spoor and attempts to lure them to their doom to resurrect his unknown master.

Setting: Arkham, the countryside west of Arkham towards Foxfield

Locations: The Arkham Advertiser (A130), the Arkham Police Station (A228), St. Mary’s Hospital (A623), Arkham Sanitarium (A201), Eben S. Draper Public School (A715)

Entities: “A Hyperborean nightmare creature,” spawn-tainted children, deranged Boy Scouts, a resurrected sorcerer, bits of Formless Spawn

Tomes: None

Notes: The finale can be moved closer (or even in) to Dunwich as desired. A scenario that will challenge investigators due to the youth of its antagonists; the guaranteed death of at least two children might be highly disturbing to some.

What Goes Around (PDF)

The Unbound Book #0

Author: Marcus Bone

Summary: An explosion levels Haywright’s Fine Jewelry; the investigators who are the first to arrive on the scene and encounter a supernatural beast emerging from the smoldering ruins. The fire was arson, as part of a murder, and the creature is a supernatural entity unknowingly tasked to bring the murderers to justice,

in this case, the victim's husband. The investigators probably attempt to stop the creature to protect the innocent (and the less than innocent, perhaps).

Setting: Arkham

Locations: None, but the jewelry store central to the scenario is said to be between Ace Alarms & Lock-Safes (A414A) and Parrington's Gun Store (A414B), no mean feat considering they're two floors of same building.

Entities: Son of Veles — a relentless lupine creature of Russian folklore

Tomes: None but several works about Russian folklore and legends can be uncovered.

Notes: A non-Mythos scenario.

Whispers Out of Mind

Dwellers in Shadow, Triad Entertainments

Author: Sam Johnson

Summary: A horrible entity from another dimension is attempting to break into our world with the help of a human cult. The investigators try to thwart its machinations all while challenged to tell friend from foe due to the entity's power to control and corrupt human minds.

Setting: Arkham

Locations: Old Warehouses (A435; from description A436 'Easterly Warehouses' would work just as well), Miskatonic University Library (A620), Arkham Police Station (A228), Lucky Clover Cartage Company (A412), the Old Arkham Graveyard (A705)

Entities: Cult thugs, a cult wizard, the Alien Overmind, Overmind Drones, confused ghouls

Tomes: None, though there is an inscribed jewel

Notes: The scenario begins *in medias res*, as the investigators raid a cult hideout with the aid of plot-essential NPC.

With Malice Aforethought

Adventures in Arkham Country, Chaosium

Author: Christian Lehman

Summary: The investigators are drawn to Arkham Sanitarium by a call requesting they relocate a loved one due to an urgent situation at the facility. This leads them to discover a mass escape from the Sanitarium and a plot to unleash a malevolent inhuman sorcerer from the Dreamlands. Stopping this unfortunately lands the investigators on trial for murder, and concludes with them battling for their lives against the sorcerer and his summoned supernatural assassins.

Setting: Arkham

Locations: Arkham Sanitarium (A201), the Arkham Police Station (A228), the Old Warehouses (A435) and sewers beneath, Miskatonic University Exhibit Museum (A624), the Miskatonic University Library (A620)

Entities: A malevolent inhuman sorcerer, "the Frenzy," "the Man in Black," "Dutch" (all supernatural beings drawn from the Dreamlands, though few details are given regarding their particulars beyond how they manifest is the waking world).

Tomes: *Daemonagraphia*, *The Synarchobiblaron*

Notes: A three-part scenario; the first is set almost entirely at the Arkham Sanitarium (with a side-trip to the abandoned Baxter farm one mile north of Arkham), the second is confined, excuse the pun, to the trial of some or all of the investigators for their actions during the first section. The final part allows the investigators to fully roam about Arkham.

The scenario mentions the Happy Bee Construction Company (offices at 380 Fish Street), operated by the surly Lee Kalosh.

Includes a detailed map of Arkham Sanitarium, several old warehouses, and portions of the Arkham sewers. The scenario includes notes about the Misqat Indians who once lived on the land that became Arkham (and were invented for this scenario) including a detailed magical ritual of that tribe. ■