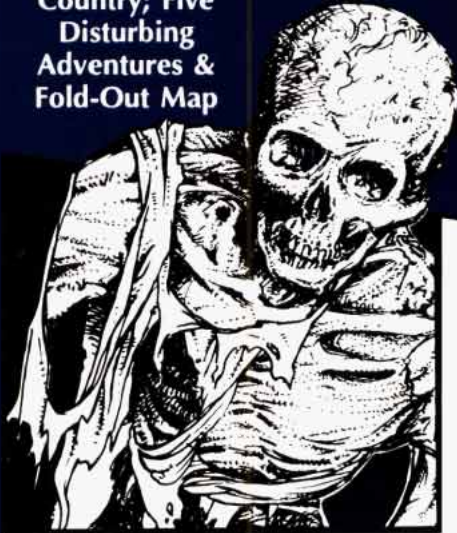


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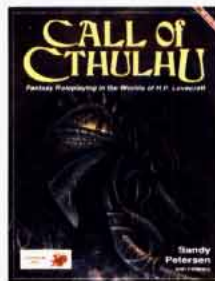
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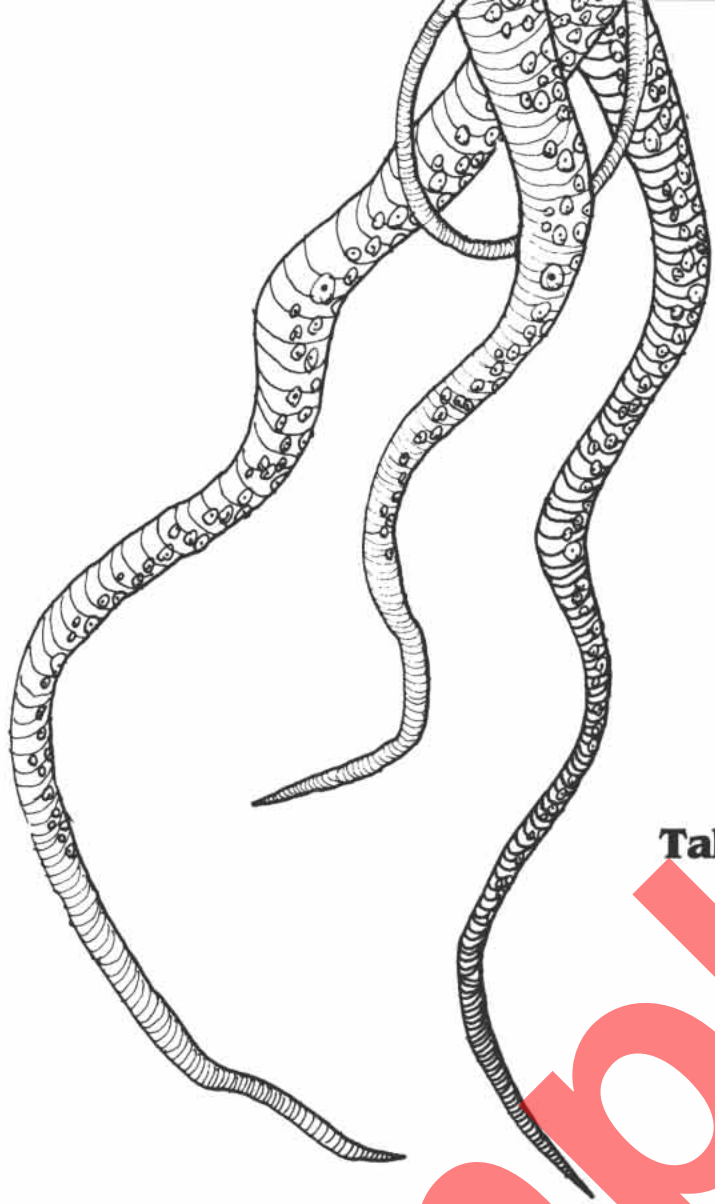


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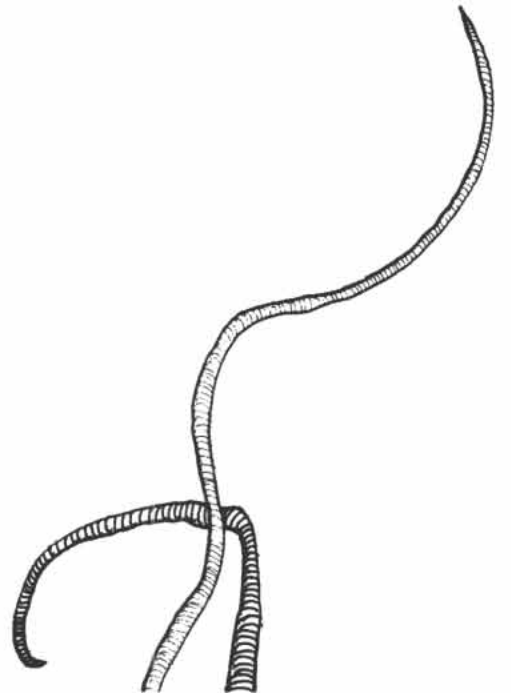
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# TALES OF THE MISKATONIC VALLEY

by

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**Scott Aniolowski**  
**Geoff Gillan**  
**Richard Watts**  
**Keith Herber**  
**Erik Herber**  
**Todd A. Woods**

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**Chaosium Inc.**  
**1991**

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This book is respectfully dedicated to  
**S.T. Joshi, Marc A. Michaud, and Robert M. Price,**  
 three of many whose untiring efforts have  
 furthered the appreciation of H.P. Lovecraft  
 and incidentally made my job much easier.  
 — Keith Herber, November 1991

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## Introduction

**T**ales of the Miskatonic Valley is the fourth book in the *Lovecraft Country* series and contains six adventures set in communities and rural areas along H.P. Lovecraft's Miskatonic River. Although intended to compliment earlier releases — *Arkham Unveiled*, *Return to Dunwich*, and *Kingsport, City in the Mists* — these adventures are wholly independent and can be enjoyed without benefit of the other books in the series. In fact, with only a small amount of keeper ingenuity most scenarios can be easily transplanted to locations outside the Miskatonic Valley.

*Freak Show* begins with a casual visit to a traveling carnival pitched near Arkham and Kingsport. Inside, at an exhibit called O'Dowd's World of Wonders, they find an infant deep one held captive and displayed to public view. Following the carnival as it moves up the valley, the investigators find themselves torn between protecting innocent people from the terrorism of deep one hybrids, and saving the infant creature from the hands of its villainous keeper.

*Regiment of Dread* takes place in Arkham. Here the investigators become involved with an aged veteran of the Civil War who, driven mad by guilt over his long-ago cowardly actions, has invoked a great power in order to regain his lost honor. The investigators are inexplicably, and infallibly, drawn into the demented man's nightmare.

*A Painted Smile* also takes place in Arkham. Perhaps beginning even before the previous scenario ends, the investigators find themselves stalked by a vengeful spirit operating through the agency of an army of hand made dolls. A unique solution to this adventure is rooted in 17th century Arkham's dreaded witch-cult.

*The Watcher in the Valley* allows the investigators to work with an archaeological dig team excavating old Indian sites upriver, just southwest of Dunwich. Discoveries found in an Indian settlement, and within an



old mound located in the center of a marsh, reveal the existence of a hitherto unknown tribe. Evidence indicates they were slaughtered and wiped out centuries ago, not by the encroaching white men — by an alliance of other local Indian tribes.

*Fade to Gray* takes place mainly in misty Kingsport, city of dreams. On the trail of a vicious serial killer, the investigators find themselves drawn into the twisted nightmares of an insane artist. Even after death the crazed painter stalks the investigators, haunting them in their dreams.

*The Trail of Yig* takes place in Arkham and the township of Dunwich. The suicide of a spirit medium, Madame Yolanda, leads investigators to explore the dusty exhibits in a closed-down museum and eventually into the back country of Dunwich where they find themselves involved with ruthless bootleggers and an ancient curse.

Future releases currently planned for the *Lovecraft Country* series include *Escape from Innsmouth*, *Adventures in Arkham Country*, and *Beyond the Mountains of Madness*.

—Keith Herber